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ISSUE 236

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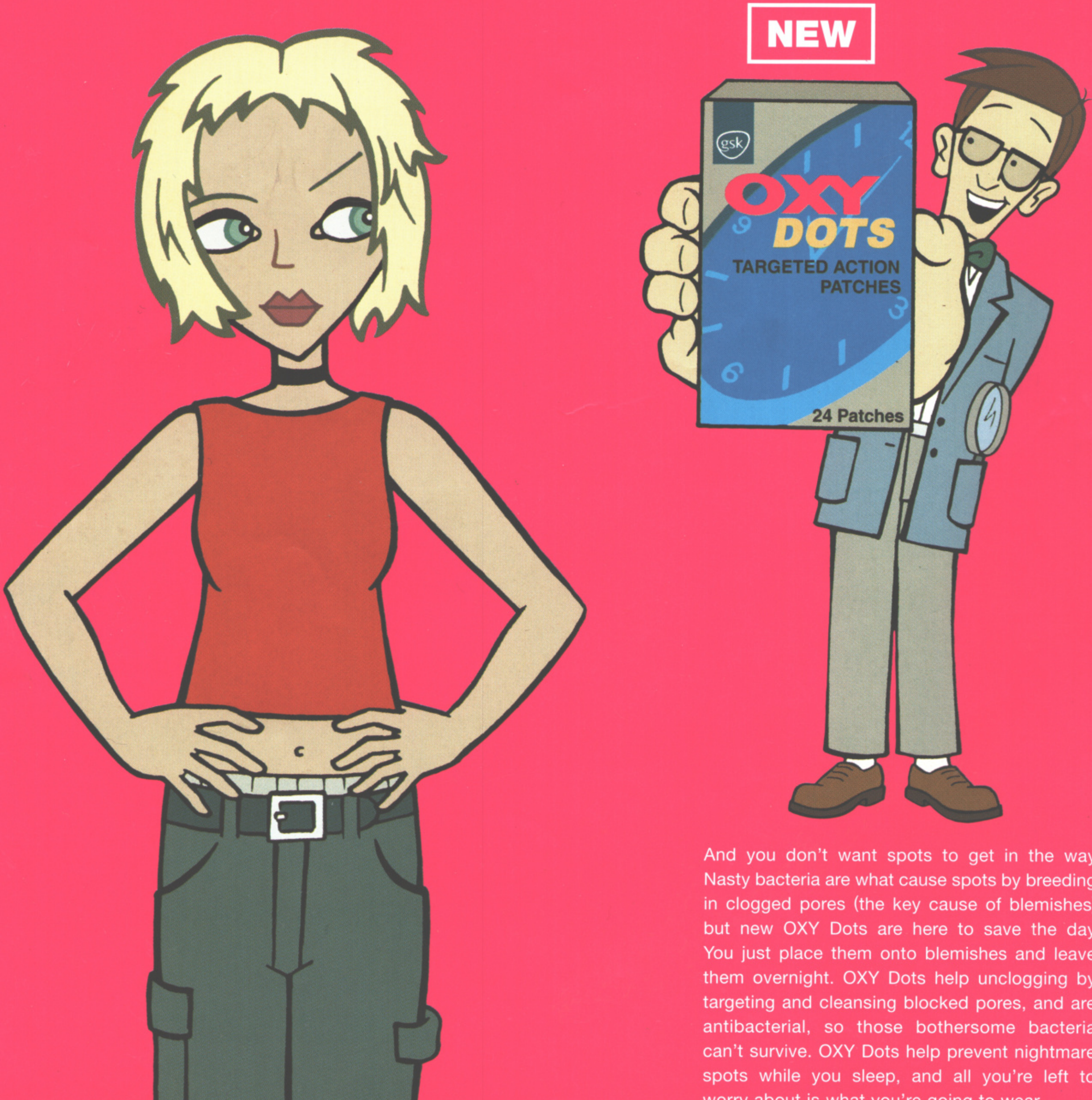

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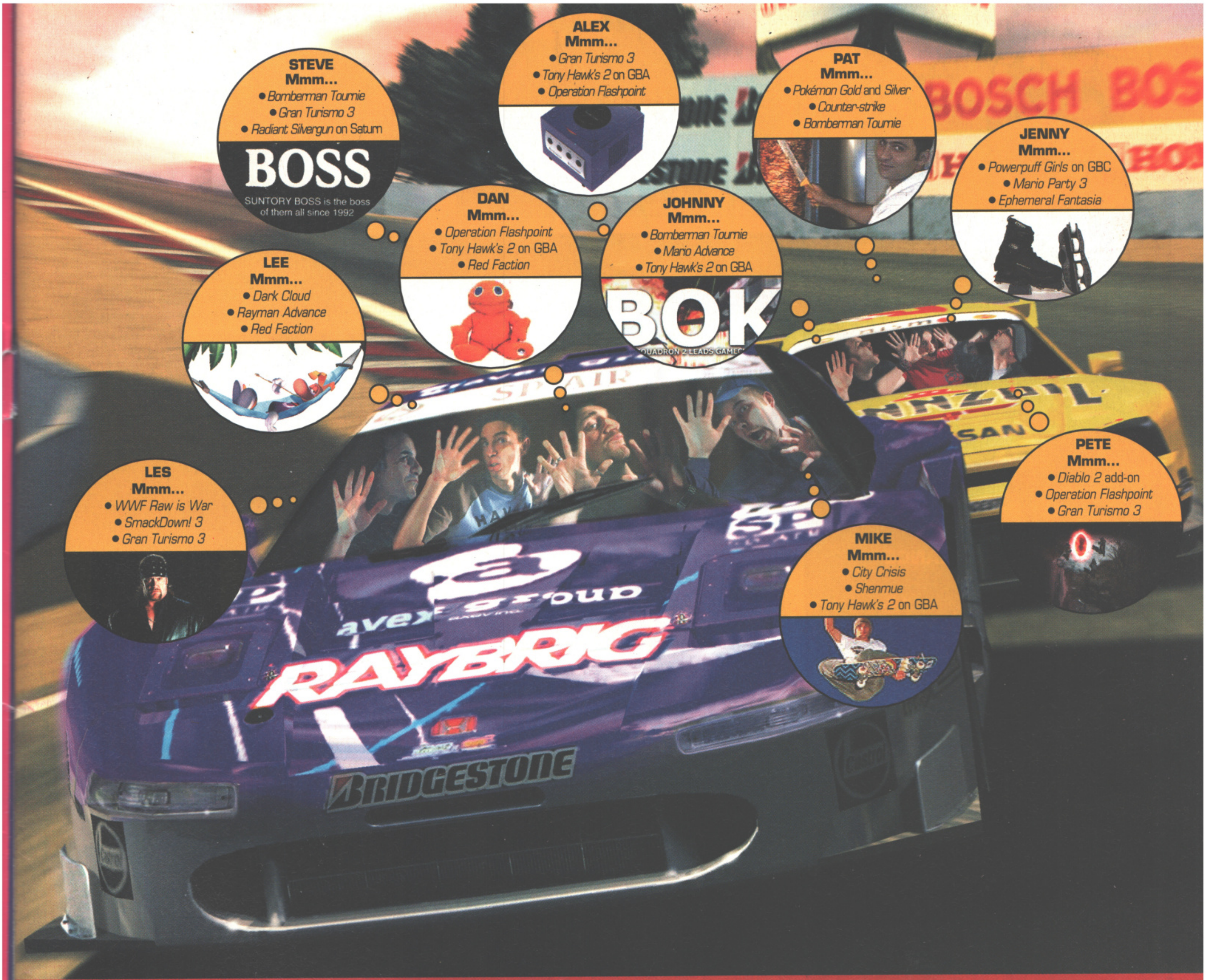
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DAN
Mmm...
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BOK
LEE
Mmm...
Dark Cloud
Rayman Advance
Red Faction
LES
Mmm...
WWF Raw is War
SmackDown! 3
Gran Turismo 3
PETE
Mmm...
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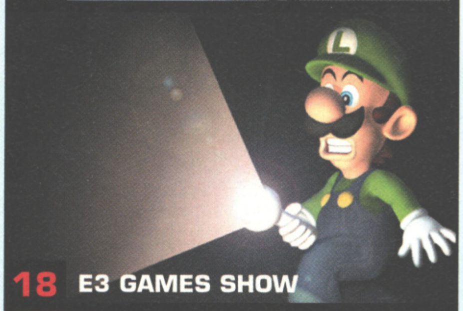
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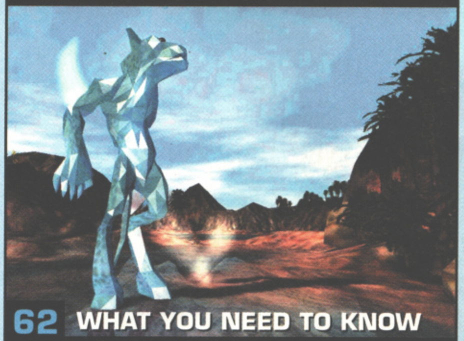
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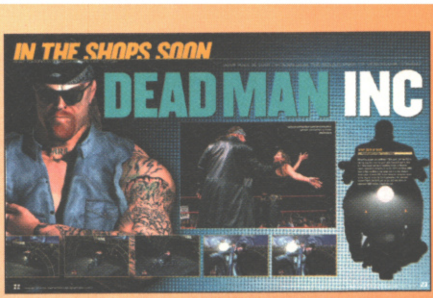
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Deputy B
Defeated

100 7 BLADES

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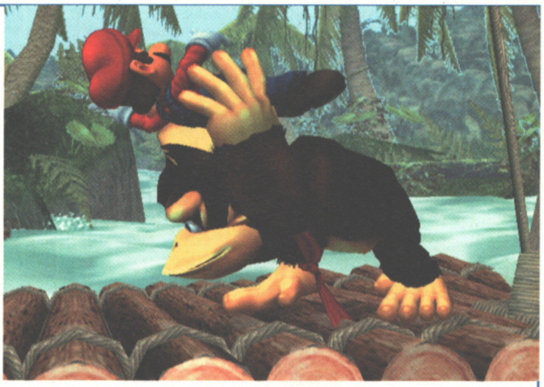
A WHOLE MONTH'S NEW GAMES IN ONE PLACE

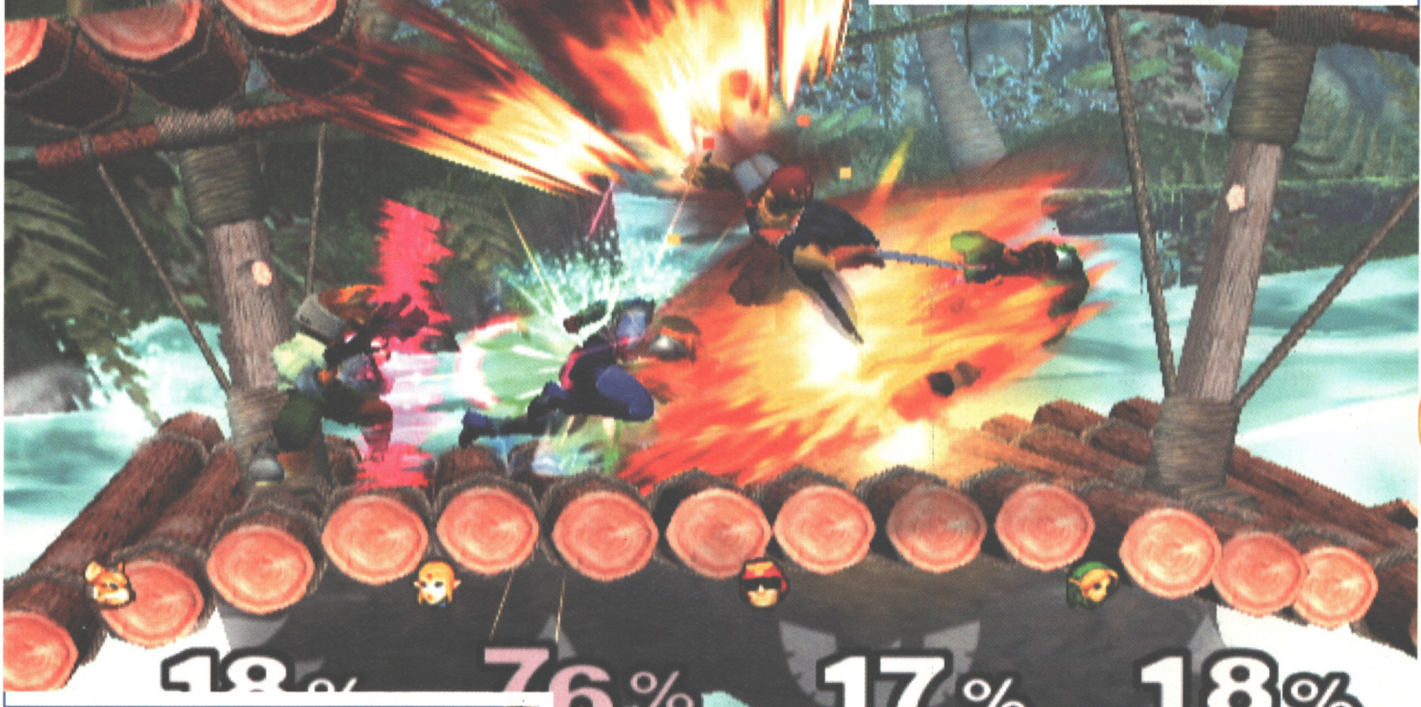
## SUPER SMASH BROS. MELEE

OUT**2002** PLATFORM**GAMECUBE**

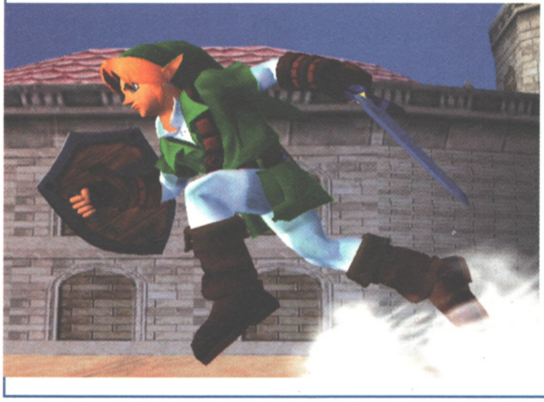
It's the only GameCube game to feature Mario at launch, plus all your other favourite Nintendo characters are in there at the same time. Better still, they've never looked so good as they do in *Super Smash Bros. Melee*. The action is simple but proves a real belly-laugh, kicking the crap out of each other in the fastest fighter we've seen on a console.



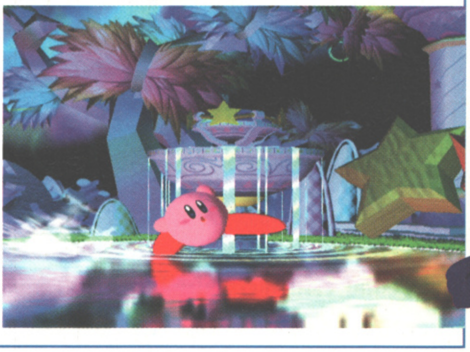
▶ Mario fights it out with Pikachu, while Kirby stands back and waits for the perfect time to have a pop. The action's fast and fun, with players able to rattle off some spectacular moves



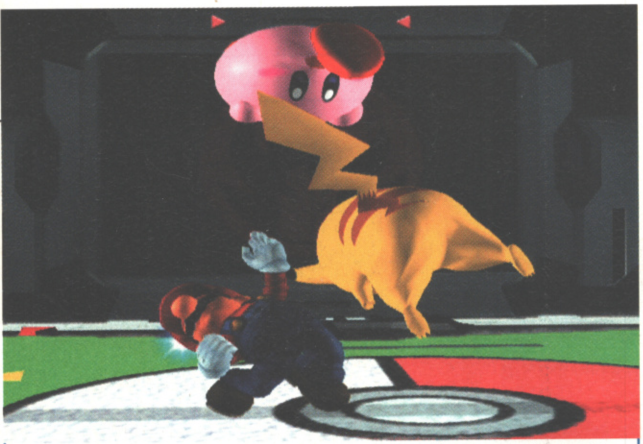
▲ Four-player is a brilliant laugh. All hell breaks loose as everyone desperately tries to give their mates the kicking of their life. There are a whopping 30 offensive and defensive power-ups to use on the battlefield, plus loads of secret characters and modes to unlock



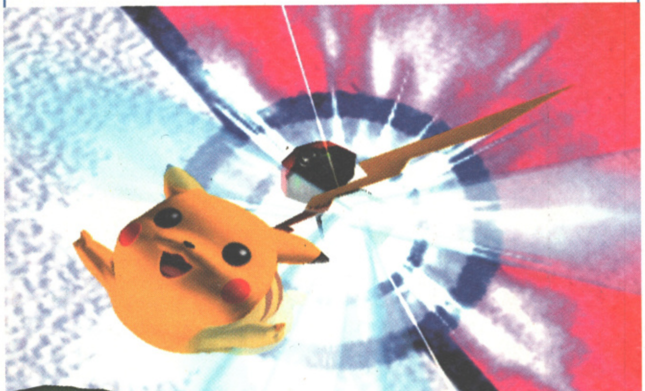
◀ The level of detail in the characters is incredible. Our friend Link looks a thousand times better than he ever did on N64



▶ Remember this pink blobby guy? It's Kirby, first introduced in *Kirby's Dreamworld* on Game Boy all the way back in 1992



The camera flips and zooms to make sure you're watching from the best angle, panning around your fighter as Pikachu unleashes electric death from its tail!

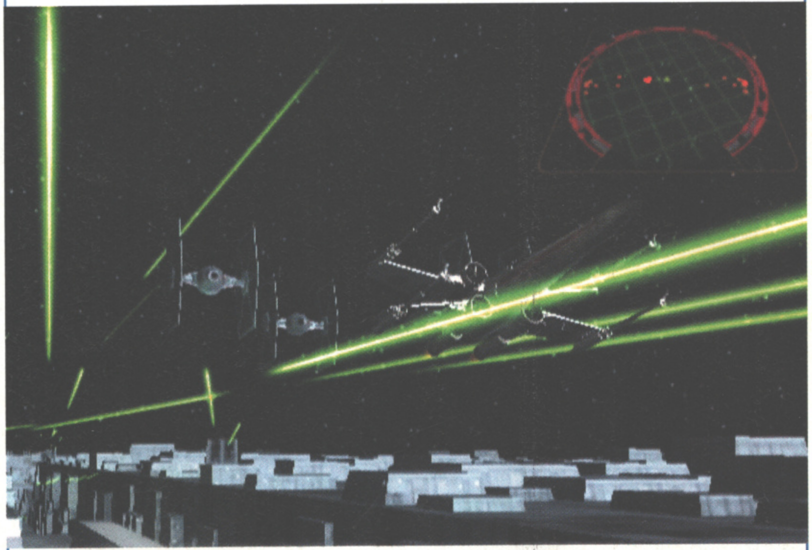


The levels are lush, stretching out to provide the perfect backdrop for a good pounding. Most are modelled on previous Nintendo games, with Pikachu bursting from a Pokéball and Link cruising for a bruising over the gorgeous green fields of Hyrule

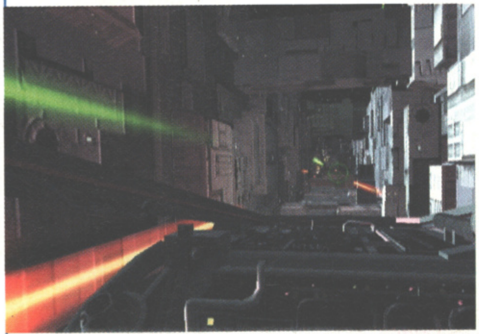
## STAR WARS ROGUE LEADER

OUT**2002-05-23** PLATFORM**GAMECUBE**

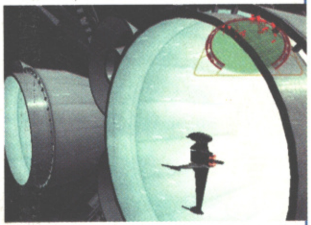
This visually mind-blowing sequel to *Rogue Squadron* is based on the classic Star Wars trilogy, so you get to pilot X-Wings rather than the less-cool Naboo fighters of recent *Episode 1* games.



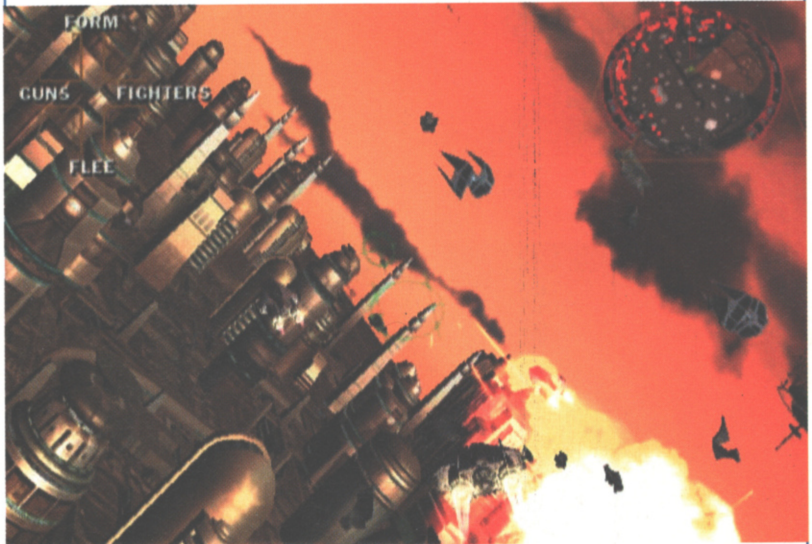
Chances of survival are small here, with three TIE Fighters on your tail. But this is where your wingmen can help: order them to cover your backside and hang on for dear life until they turn up!



The trench run from the first movie re-enacted: lasers streak everywhere and TIE Fighters duck in to attack



A Star Destroyer's engines seen as a B-Wing does a fly-by. Now that's BIG

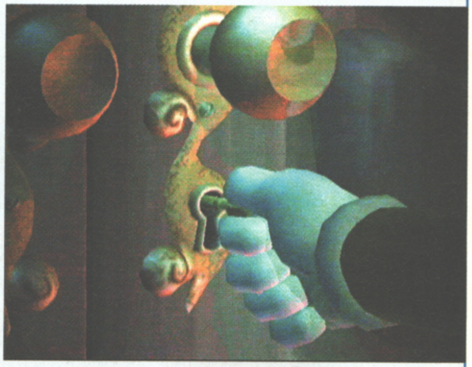


Flying low over Cloud City demonstrates just how detailed the backgrounds are. It's possible to weave through the towers, then sneak down into trenches to avoid enemy fire. And it all runs SO smoothly

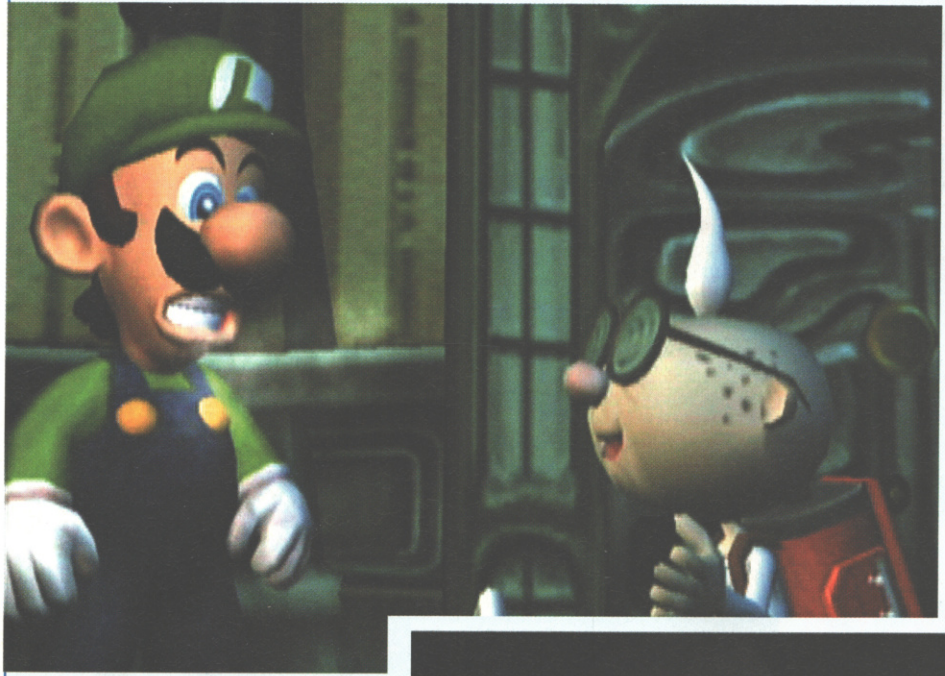
## LUIGI'S MANSION

OUT **2002** PLATFORM **GAMECUBE**

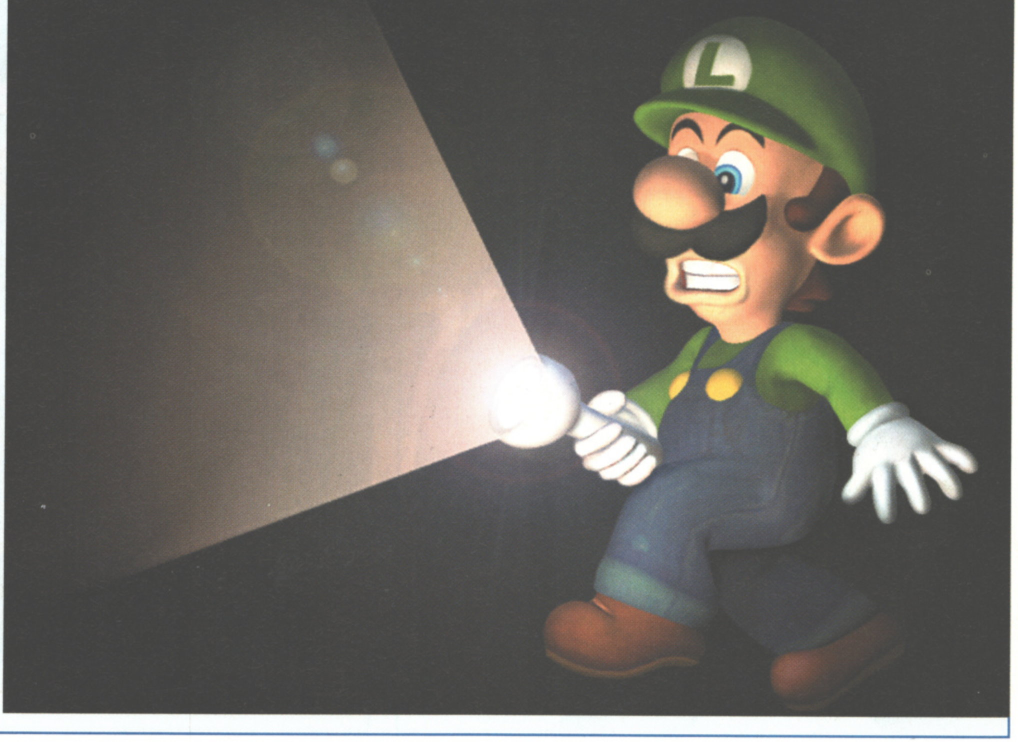
*Luigi's Mansion* is the first time Mario hasn't starred in his own game at the launch of a Nintendo console. Instead, Luigi steps into the limelight in this laugh-a-minute horror spoof that looks so incredible you'll be checking out import shops before you've finished reading your copy of CVG, just to get to play it first.



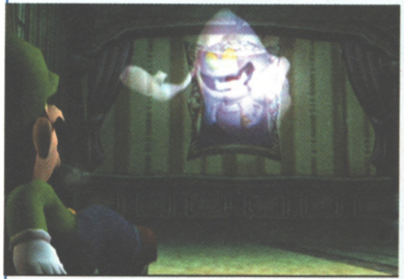
▲ The game's intro sequence sets the scene perfectly, as Luigi carefully tip-toes up to the front door of the mansion and tries the handle. The door creaks open and, with his flashlight in hand, he peeks inside. A split-second later the camera zooms in close to Luigi's face as his screams his lungs out after being ambushed by one of the game's unwelcome spirits



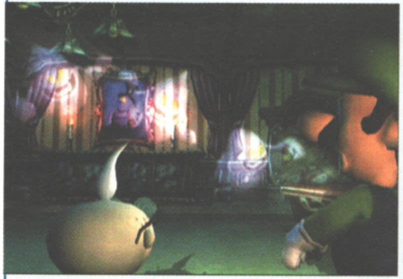
◀ This is the dodgy doctor Luigi finds himself holed up with inside the mansion. He's friendly enough to begin with, but would you trust anyone who looked like this? Luigi's kitted out with a vacuum cleaner and a torch to rescue brother Mario from the haunted mansion



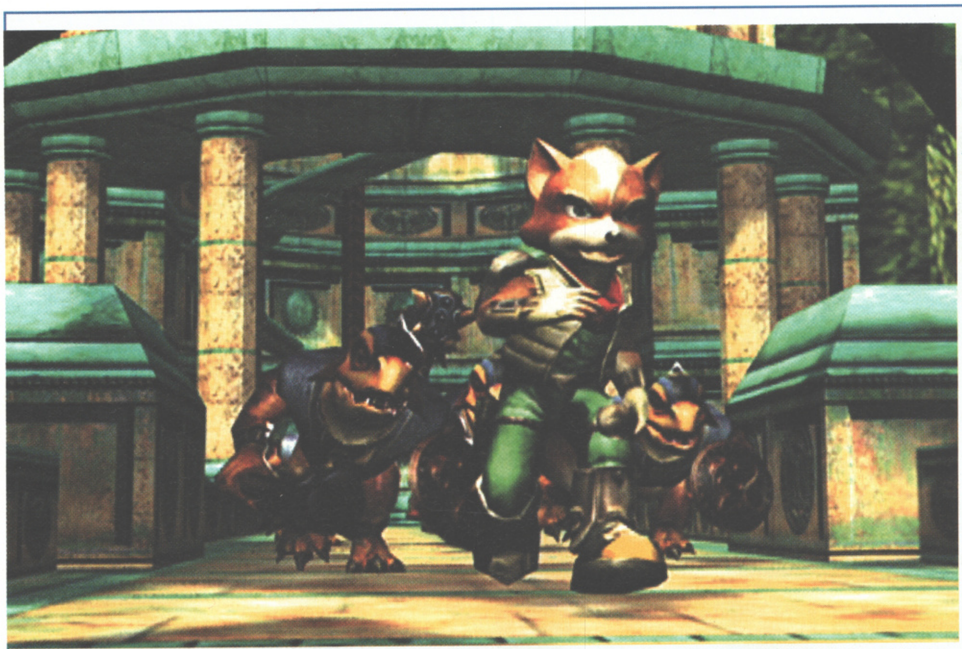
▼ His technique is to startle ghosts in the dazzling beam of the flashlight, then suck up the mischievous monsters in his backpack hoover. Imagine Ghostbusters crossed with Casper the Friendly Ghost, with a handful of classic Nintendo characters thrown into the mix



▲ One of the funniest gaming moments ever is when a ghost grabs Luigi, who falls on his backside and tries to scramble away, kicking and yelling



▲ The ghosts look fantastic, gliding eerily around the cobwebbed house. Catch them in your torch beam and you can see through to the wall behind

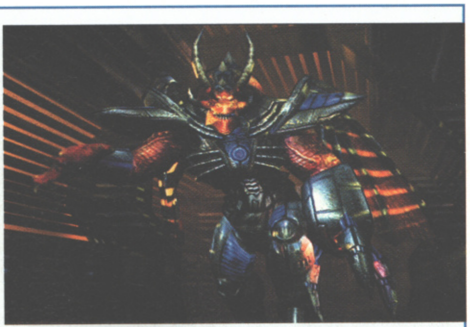


## STAR FOX ADVENTURES: DINOSAUR PLANET

*OUT***2002** *PLATFORM***GAMECUBE**

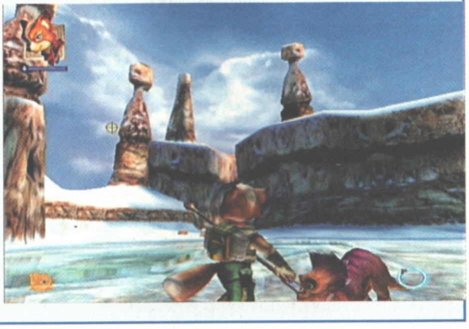
Fox McLoud ditches his Arwing in this classy 3D adventure that takes Mario 64 to the next level. The leader of the Star Fox team has been dumped on a planet infested with dinosaurs. His mission: to bring down their scaly dictator leader General Scales.

▲ If all else fails, leg it! Fox can whup dino ass using a six-foot stick that has a large metal amulet on the end. It's impressive at first, but not all that effective against some of Dinosaur Planet's larger inhabitants



▲ Some of the dinosaur bad guys are awesome. Check out the detail on his face and body armour, and the way the light highlights the texture of his skin. GameCube here we come!

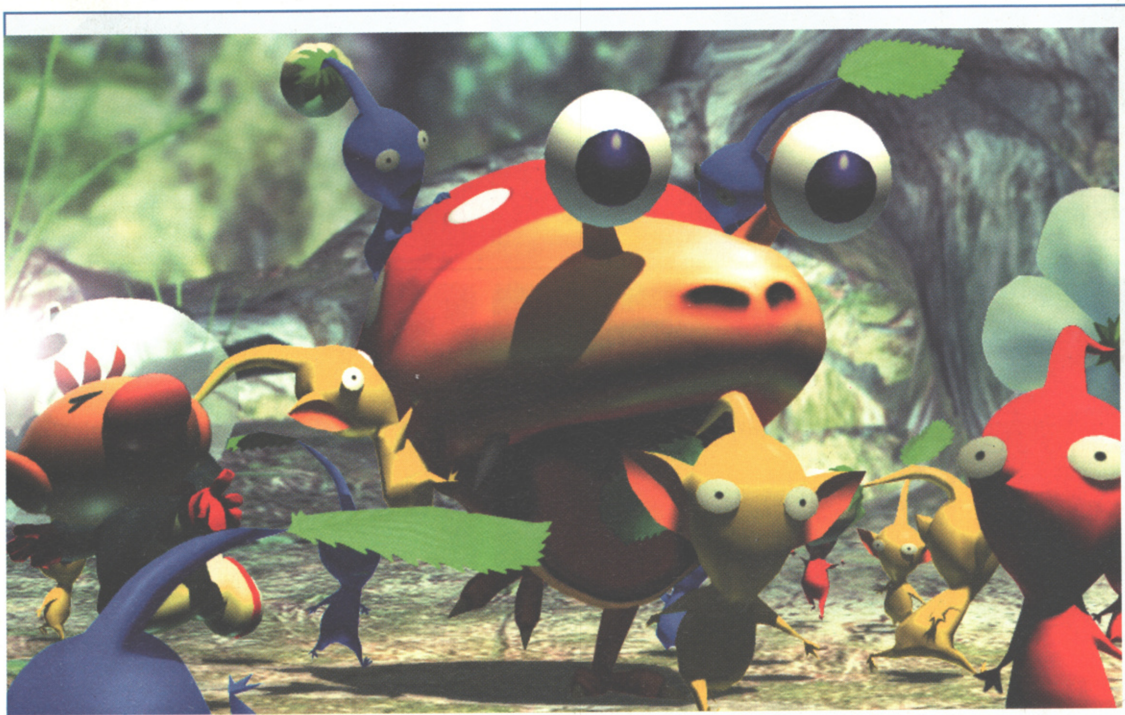
▼ The scale of the landscape you explore is vast, stretching off in every direction. Terrains range from icelands to tropics



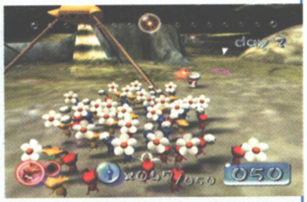
## PIKMIN

*OUT***2002** *PLATFORM***GAMECUBE**

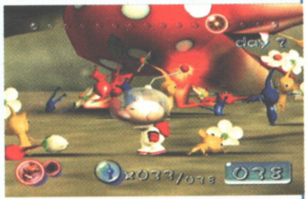
From Mario creator Shigeru Miyamoto, *Pikmin* is a bizarre puzzler where growing cute little plants is the key to success. You control a stranded astronaut who discovers the only way to find the missing bits of his ship is by plucking the Pikmin from the ground and getting them to clear the way ahead



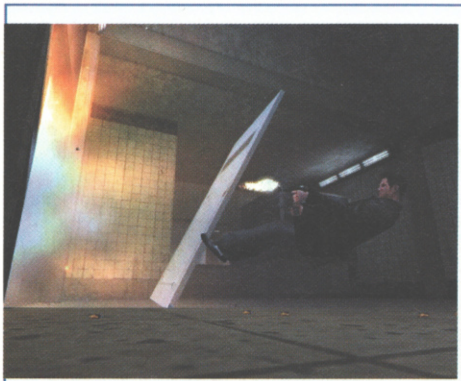
▲ Keep your little mates away from these monsters, otherwise they're dead meat within seconds. However, the Pikmin can fight back by grouping together and attacking, preferably from behind. That way they don't get swallowed before they swing a punch



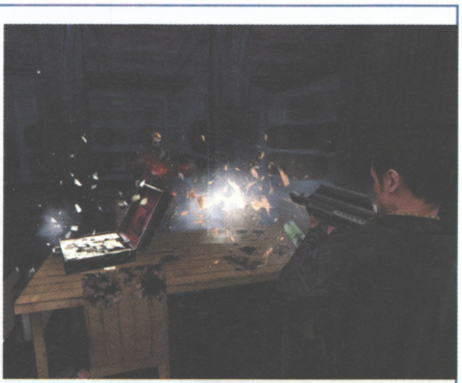
▲ Initially they're weedy. Nurture 'em to break down walls and build bridges



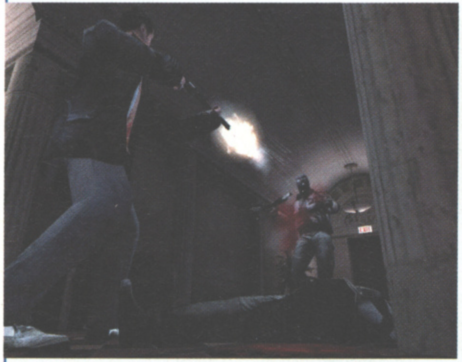
▲ Pikmin come in four colours. Each represents a different aspect of nature



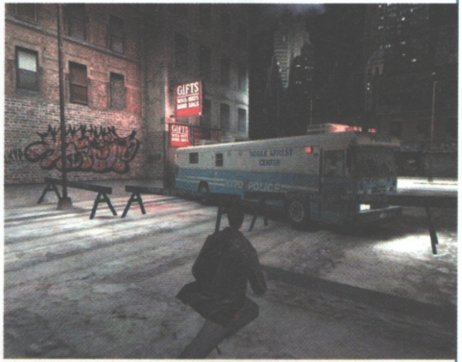
▲ Play it cool and you're awarded Bullet-Time, where the game switches to slow-motion, allowing you to dodge bullets and fill enemies full of lead, Matrix-style. The effect looks awesome but also adds another element to the gameplay



▲ Empty your ammo clip into the desk and wooden splinters flick across the room. Strafe the briefcase and money flutters around like confetti, then finish of the spectacle by spraying blood from the bad guy's guts



▲ The body count is high in the firefights. Here, one of the terrorists is on the receiving end of a shotgun blast, knocking the weapon from his hands and kicking him onto the deck



▲ The action is played from third-person perspective, with Max legging it around gritty New York locations. You can destroy almost anything, from buildings to that police bus

## MAX PAYNE

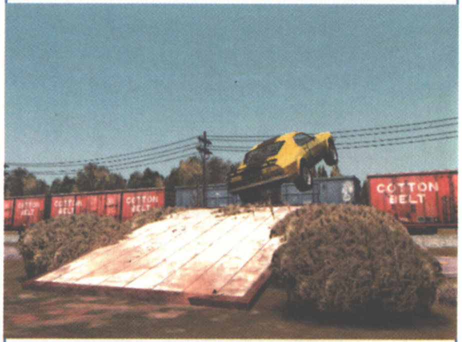
OUT**DECEMBER** PLATFORM**PC**

*Max Payne* doesn't just rip off The Matrix, it tears open it's chest and steals its soul. He's a cop who's working undercover with the Mafia, but his secret is about to come out and all hell is going to break loose, with you slap-bang in the middle of all the action.

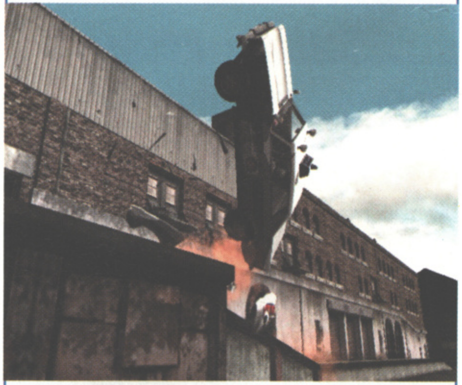
## STUNTMAN

OUT**2002** PLATFORM**PLAYSTATION 2**

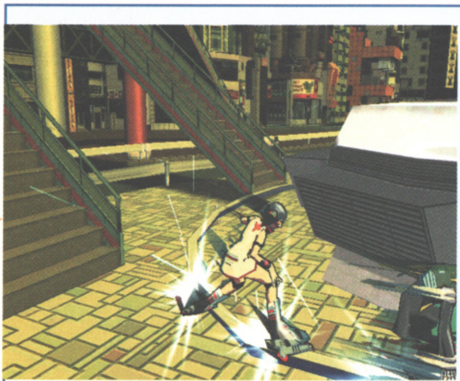
The ultimate car crash game. Choose a classic American muscle car or modern sports compact, set up a stunt and trash your motor in the most spectacular way possible.



▲ This Louisiana-based stunt has a Dukes of Hazzard feel to it. The aim is to jump off the ramp and through the train carriage with the doors open. Don't miss-time it...



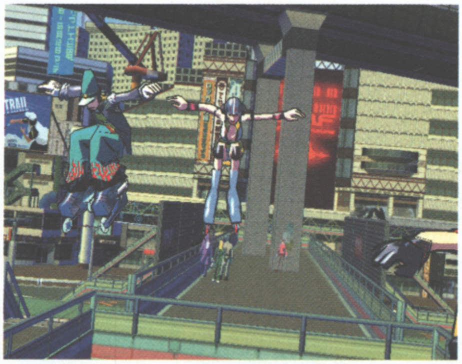
▲ The cars are realistically modelled both inside and out, so when doors go AWOL and wings come off their rivets you can see the chassis and the engine underneath



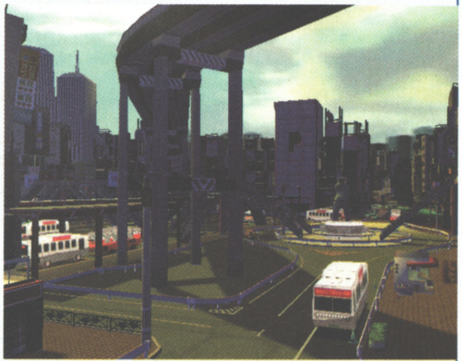
## JET SET RADIO FUTURE

OUT**2002**PLATFORM**XBOX**

There's stacks of cool news stunts, but our fave's still the rail grind. See how long you can grind for, jumping between rails and flipping over other skaters to get to the next trick zone.



▲ *Jet Set Radio*'s signature cartoon-style graphics are back and looking better than ever. New characters include this guy with the weird hat and flame-bottomed trousers, while skating veterans will recognise a certain cute cyber girl from the first game

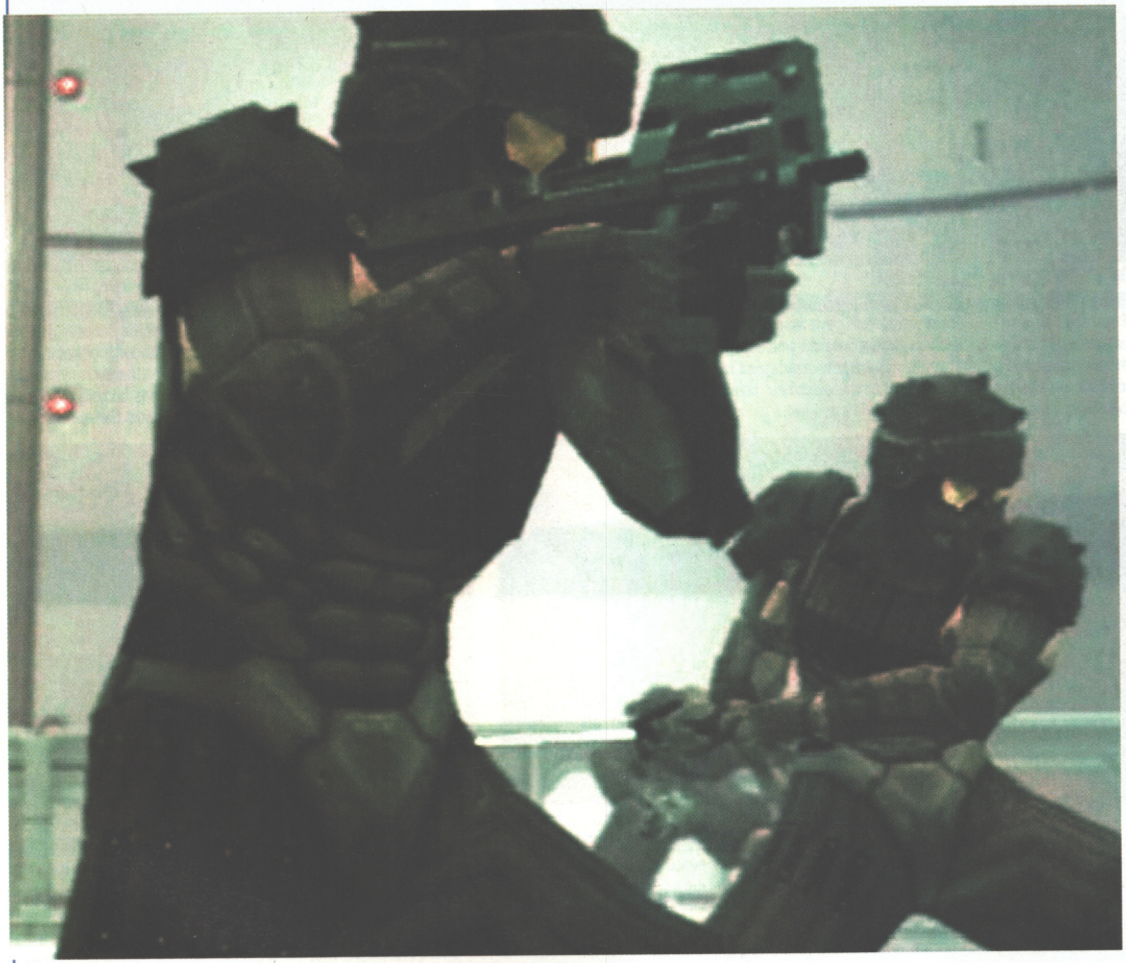


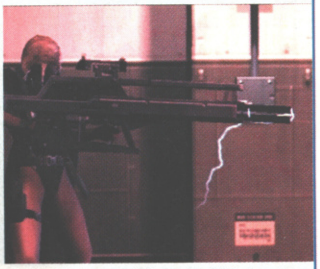
▲ The cities are much larger than those in the original game, with even more rails to grind and secrets to discover. There's no misting or bits where the scenery pops nastily into view, and there's even more tricks to master. So, better all round then. We can't wait

## METAL GEAR SOLID 2: SONS OF LIBERTY

OUT**2002** PLATFORM**PS2**

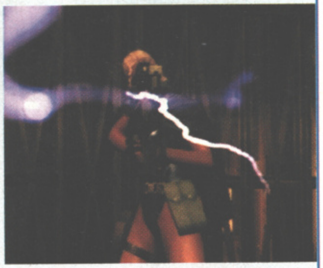
If you've played the staggering demo of *Metal Gear 2* that was included with the full UK release of *ZOE*, then you'll already know it's way better than everything else currently in the works on PS2. That said, nothing can prepare you for the next glimpse into what the full game has in store for us. A giant robot tears the tanker in two, water gushes through the corridors and Solid Snake has to swim for it. We saw it, we collapsed. So sit down in a comfy chair, get yourself a glass of iced water and take several slow, deep breaths before checking out these new screens...



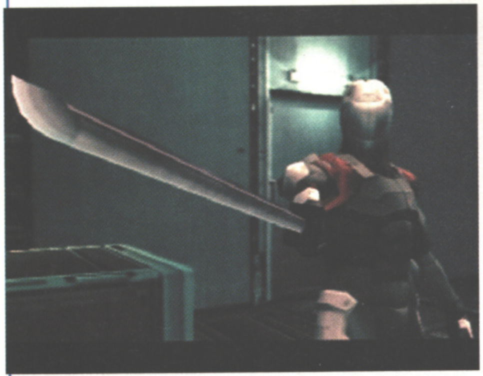


▲ Snake's rounds bounce off Fortune's aura, the tracer rounds pinging off in awkward directions. How the hell does Snake put the bitch down?

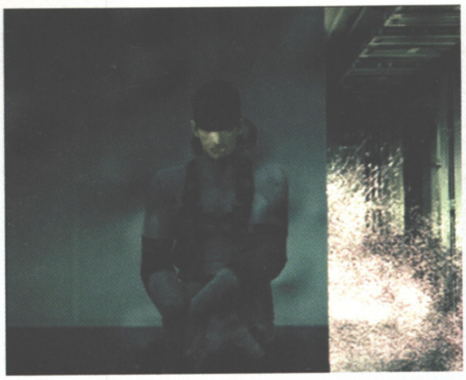
◀ These elite troops have machine pistols and thick body armour so they don't go down easily. Dip into Snake's serious hardware or aim for their faces



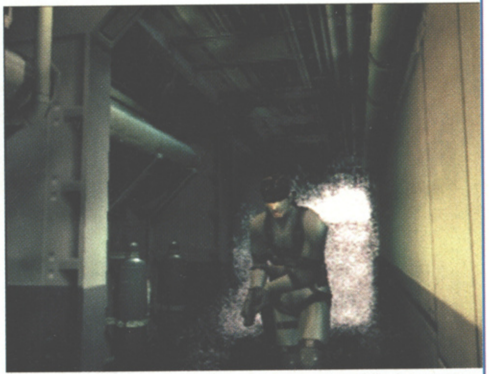
▲ This hot little vixen goes by the name of Fortune, and she's a mercenary who has sold her soul to the devil in return for immortality. She can unleash electric death from that oversized hand cannon she's carrying in our picture, ripping through steel and concrete as if they were cardboard. Better take her seriously then



▲ As some of you already know, this guy turns up near the end of the demo and looks remarkably like Grey Fox from the first *Metal Gear Solid*. But surely he died? It gets more confusing too, with Solid joined by another two Snakes, Liquid and Solidus. Confused? You will be



▲ As Metal Gear Ray splits the boat in half, water starts to cascade through the decks, flooding the entire ship. This here is just one example of *Metal Gear Solid 2*s cool water scenes. First Snake takes cover behind a wall when the tidal wave gushes down the corridor...



▲ ...but as the wave gets closer, there's nothing for it but to run like crazy, sprinting to stay ahead of the wash. Even the screen gets splattered with droplets of water, giving you the impression you're really in the thick of the action. There are even scenes when Snake has to wade waist-deep in water

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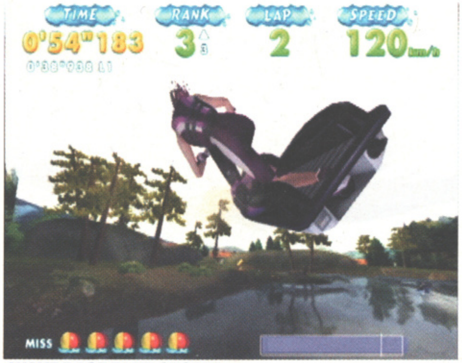
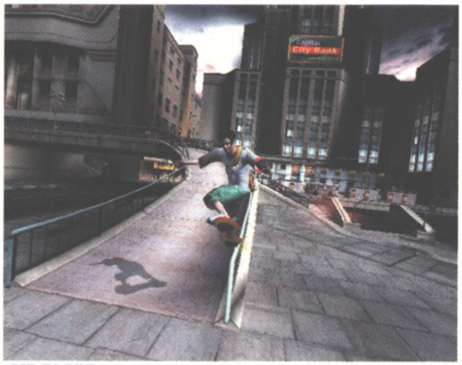


### WAVE RACE BLUE STORM

*OUT* **2002** *PLATFORM* **GAMECUBE**

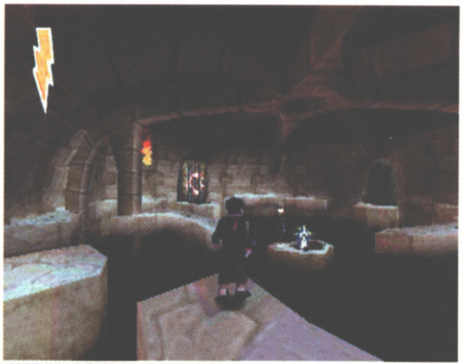
More jet-skis, better water effects and improved gameplay that's so fast it'll rip your Speedos right off. There's also a new turbo feature to burn up your mates with, plus the multiplayer has been bumped up from two to four players. Let's just hope it's as ground-breaking on GameCube as it's predecessor was on N64.



### AIR BLADE

*OUT* **TBC** *PLATFORM* **PS2**

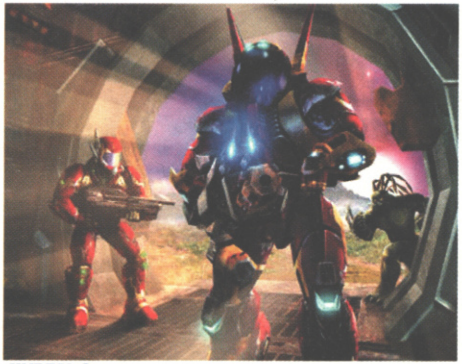
This sci-fi skater game is like *Tony Hawk's* but you glide around each beautifully detailed cityscape on a hoverboard rather than on four wheels. Pull tricks and grind rails to complete mission objectives, or run over street punks to notch up a high score. Looks great and plays fast.



### HARRY POTTER

*OUT* **TBC** *PLATFORM* **PSONE**

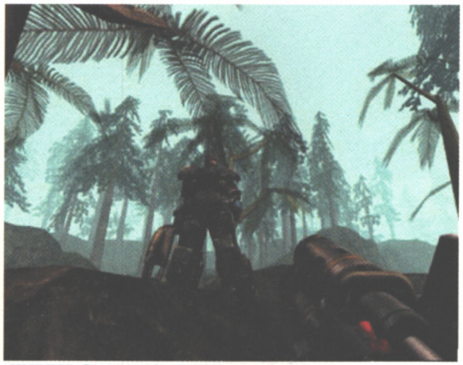
The bespectacled spellcaster makes his videogame debut in this PSone arcade adventure. Run around Hogwarts casting fireballs, learning new skills and generally causing havoc. There are also PC, Game Boy Color and Game Boy Advance versions coming too. Given the popularity of the books, the games could be huge.



### UNREAL 2

*OUT* **2002** *PLATFORM* **PC**

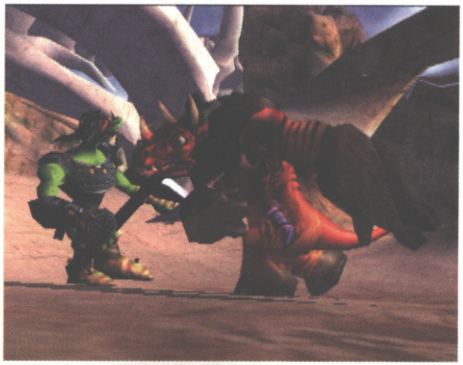
Unlike *Tournament*, *Unreal 2* features a comprehensive story-based one-player game. However, the action's just as intense and the visual overhaul is literally breath-taking. There are new weapons to cause havoc with and even better arenas to go wild in. You'll need a top-end PC to get the most from it though.



### UNREAL CHAMPIONSHIP

*OUT* **2002** *PLATFORM* **XBOX**

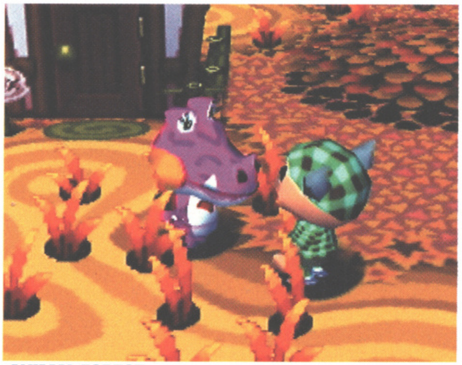
Plays like *Unreal Tournament* but the level design, characters and weapons are all new. You can play in either first or third-person, and can also cruise around levels in a variety of combat vehicles including a jet-bike. Great graphics too, but we haven't used the joypad to test out the gameplay yet.



### KAMEO: ELEMENTS OF POWER

*OUT* **2002** *PLATFORM* **GAMECUBE**

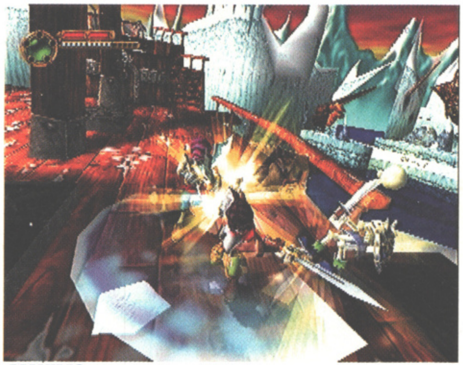
Early shots suggest *Kameo* mixes elements of *Pokémon* and classic role-playing action, with the hero girl wandering around a giant mystical world in search of bizarre creatures which she then uses to fight other explorers. Huge bosses and a wide variety of monsters are a definite, along with pin-sharp graphics.



### ANIMAL FOREST

*OUT* **2002** *PLATFORM* **GAMECUBE**

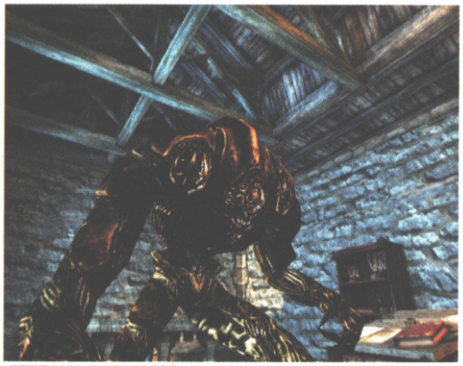
Described as a new type of communication game by its developer, *Animal Forest* sees the player taking control of a cute little guy who befriends animals and uses them to chat to other people and animals in the world. It's definitely weird, but sounds like a lot of fun if you put the effort in.



### MAXIMO

*OUT* **DECEMBER** *PLATFORM* **PS2**

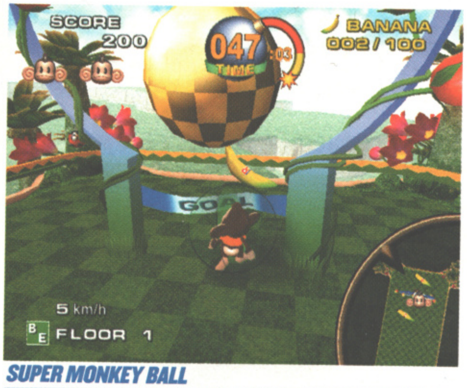
Loosely based on the arcade classic *Ghosts 'n' Goblins*, this high-adrenaline arcade hacker sees hero knight Arthur slashing his way through waves of undead bad guys. The levels change dramatically as you run through them, with chasms opening up to reveal boiling lava below. A class game in the making, for sure.



### ETERNAL DARKNESS

*OUT* **2002** *PLATFORM* **GAMECUBE**

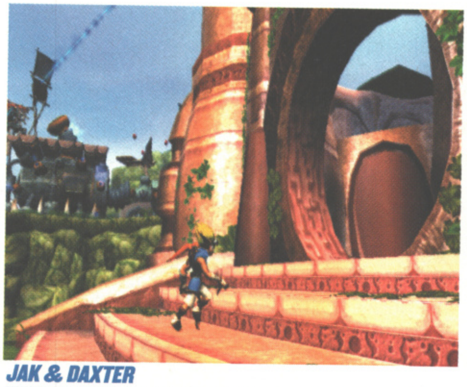
This psychological thriller drops the player into a cinematic world that's absolutely brimming with atmosphere, tension and horror. Cast spells, fire weapons and swing swords to combat the demons before your sanity meter falls through the floor and your grip on reality collapses once and for all.



### SUPER MONKEY BALL

OUT**2002** PLATFORM**GAMECUBE**

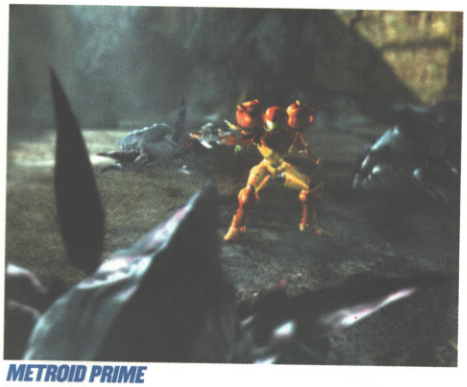
Guide a little monkey inside a transparent ball along progressively more difficult courses. It's a simple idea that's big on fun, as the furry freak steers her way through tight gaps and jumps lethal obstacles. It's at the arcade now, so check it out to get a taste of what the GameCube can do.



### JAK & DAXTER

OUT**2002**PLATFORM**PS2**

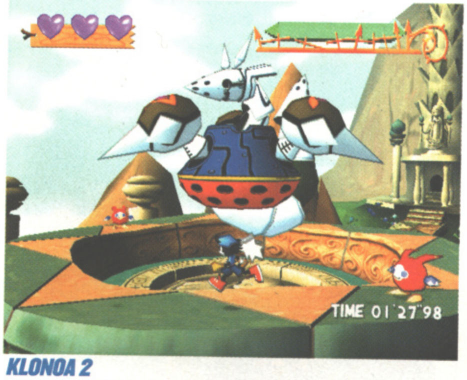
This classy, sprawling PS2 adventure is from the same guys who brought you *Crash Bandicoot,* and it shows. The cartoon visuals are slick, the gameplay is fast and characters are bursting with... um, character. The levels are H-U-G-E too, so expect to be playing for a very long time.



### METROID PRIME

OUT**2002**PLATFORM**GAMECUBE**

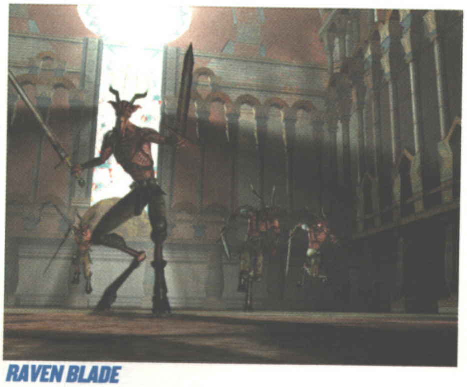
The sci-fi shooter that went down a storm on Super Nintendo returns on GameCube and is already looking devilishly good. Samus is the space marine who's back to tear through the alien horde, emptying thousands of rounds from his blaster as he explores the enormous game world.



### KLONOA 2

OUT**NOVEMBER** PLATFORM**PS2**

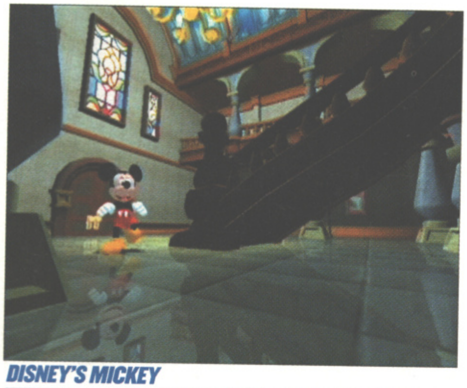
*Klonoa 2*'s a simple but fun arcade platformer starring a floppy-eared cat whose task it is to save the land of Lunatea. Features unique to this sequel include *Jet Set Radio*-style cel-shading, so it really does look like you're playing a cartoon. There are also 24 stages to tackle, cool sub-games and some killer bosses to defeat.



### RAVEN BLADE

OUT**2002** PLATFORM**GAMECUBE**

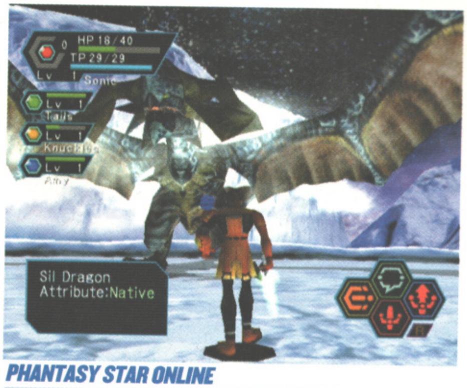
The thing that sets this apart from the countless other role-players around is the combat system, which has been modelled on actual martial arts. So when you take a swing for one of the bad guys it really feels like you're doing some damage. It's real-time too, so you're not simply clicking buttons as in the *Final Fantasy* series.



### DISNEY'S MICKEY

OUT**2002** PLATFORM**GAMECUBE**

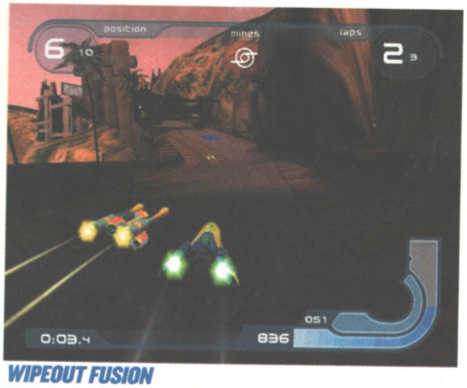
Though the title's likely to change, one thing's for certain: Mickey will look fantastic on 'Cube, as the renowned rodent stumbles through brightly-coloured levels, dodging nasties and collecting power-ups. Mickey's had a chequered videogame history, but let's hope this is a classic like *Castle of Illusion* was on the Mega Drive.



### PHANTASY STAR ONLINE

OUT**2002** PLATFORM**GAMECUBE**

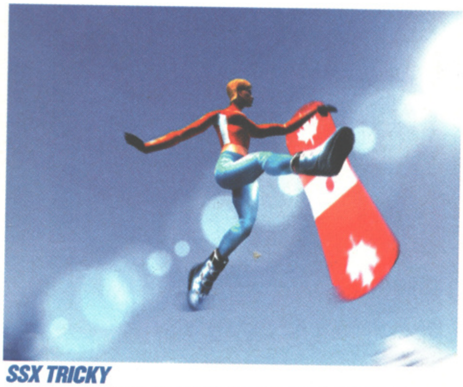
Sega's classy multilingual role-player makes the leap onto the Nintendo next-generation console, bringing with it the same incredible level of gameplay and overhauled graphics. But you'll have to fork out for the GameCube's separate modem to fully appreciate what this monster has to offer.



### WIPEOUT FUSION

OUT**NOVEMBER** PLATFORM**PS2**

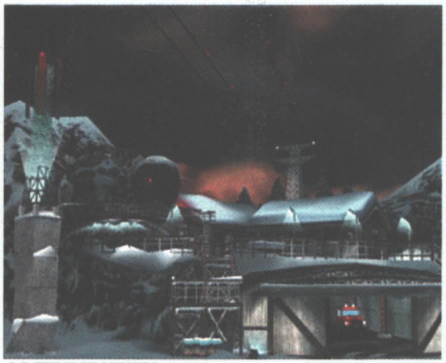
You've seen the early shots and now we've played it and we can tell you it's... fast. Yup, hold on tight because this really is a rollercoaster of a racing game, with plunging drops and gut-wrenching turns. You know it's going to be good, so let's hope it manages to come out on time.

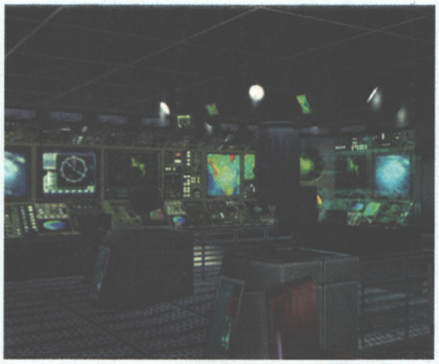


### SSX TRICKY

OUT**SEPTEMBER** PLATFORM**PS2**

New characters, tracks that will push you to the limit and a thumping soundtrack guarantee you'll be hooked to this snowboarding sequel from the start. Although the downhill races are a slick as ever, the trick element has been ramped up so you can now pull off spectacular combos.



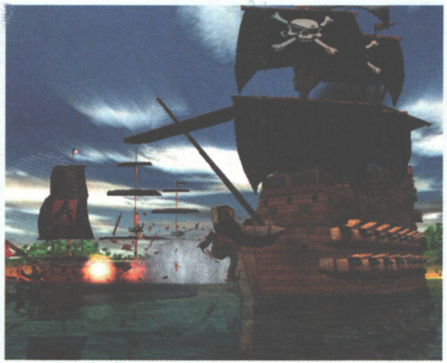


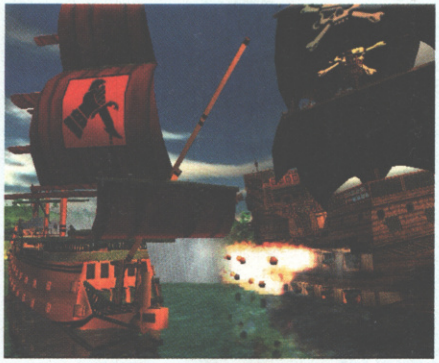
## LA FEMME NIKITA

OUT **TBC** PLATFORM **PS2**

Based on the TV series featuring a top babe who takes on undercover missions for the government, you play the vicious vixen herself, Nikita, or Michael, her boss.

▲ Using strategy, gadgets, guns, stealth and puzzle-solving, you have to stop terrorists from striking various locations around the world – yup, it's Bond with baps. Early signs are promising, and we're led to believe you'll be served up a game with some depth as well as all-out action





## PIRATES OF SKULL COVE

OUT **WINTER 2001** PLATFORM **PS2**

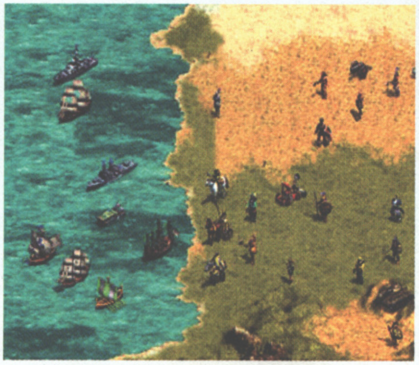
With a yo-ho-ho and bottles of rum – oh hang on, the star is a girl so maybe that'll be bottles of Evian. Either way, this pirate epic is set to pillage the high seas of the PS2 charts.

▲ Take part in huge sea battles, mad sword fights and duels with enemy captains, and then indulge in plenty o' exploration to find towns and islands to loot and pillage. Har, har! Less emphasis on strategy, and more on swashbuckling action from *Command & Conquer* developer, Westwood

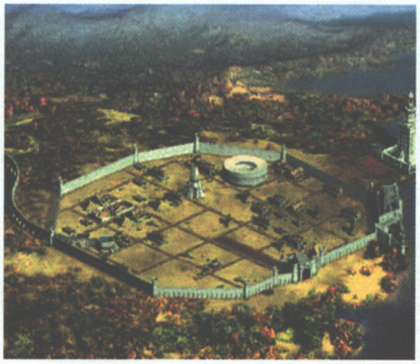
## CIVILISATION III

OUT **LATE 2001** PLATFORM **PC**

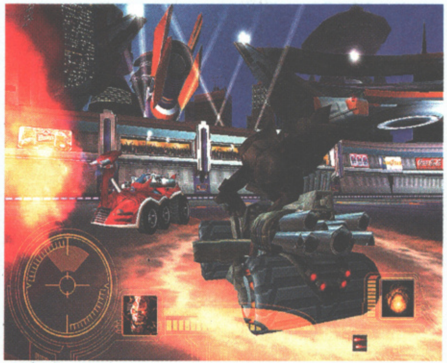
The Daddy of PC strategy games is back. Now with more ways than ever to defeat an entire world of opponents as you race to develop the ultimate civilisation.

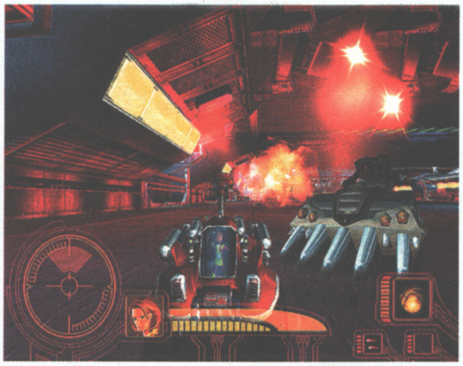


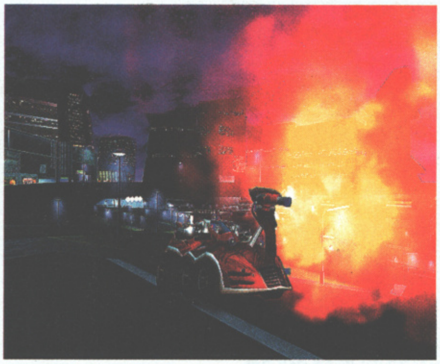
▲ More units, more weapons, more trading, more diplomacy, more dirty tricks to destroy your 'allies'. It looks better than ever but should come with a warning...



▲ ...the previous games ranked as some of the most addictive PC games EVER, so be prepared for many late nights as you battle for supremacy.







## MOTOR MAYHEM

OUT **TBC** PLATFORM **PS2**

Fans of the *Twisted Metal* games on PSone rejoice – they're back. Well, almost. *Motor Mayhem* from Infogrames takes the chaos and carnage of that game and injects it with PS2 power.

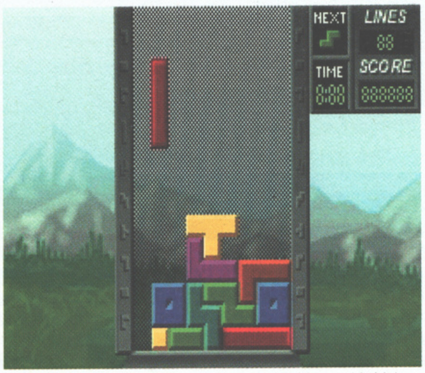
▲ Select one of the many deadly vehicles on view and hunt down and destroy everything else that moves in the arena using an awesome array of firepower. Whether you're unloading missiles, firing off machine-guns or spewing fire, the action never stops in this one. Apparently

▲ Survive one-player mode with loads of computer opponents hunting you down and there's then a whole world of one-on-one combat with a friend. There's something sickly satisfying with this amount of destruction and, as you can see above, it's looking pretty sweet too

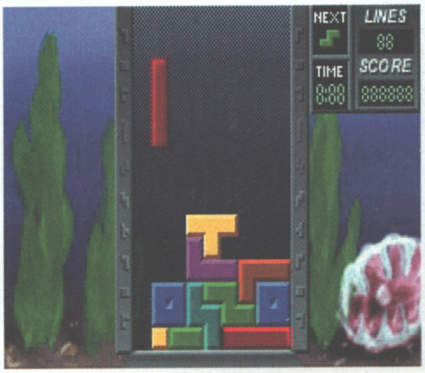
## TETRIS WORLDS

OUT **TBC** PLATFORM **GBA**

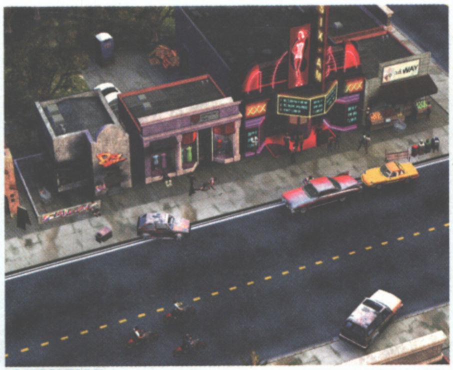
The game that launched the Game Boy on its way to handheld domination is back with a vengeance on GBA. There've been a million clones, but none have topped *Tetris*.


NEXT
LINES
TIME
SCORE

▲ After selling 50 million copies worldwide, you'd think we'd had enough. Nope, of course not. We want seven different modes in the single player game…


NEXT
LINES
TIME
SCORE

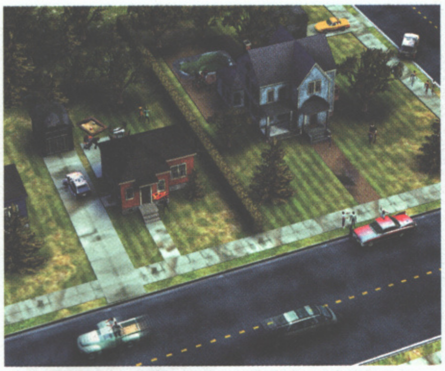
▲ …we want a mental four-player game to see who can clear puzzle levels the fastest. We're even quite keen on the chat community building up behind the whole thing



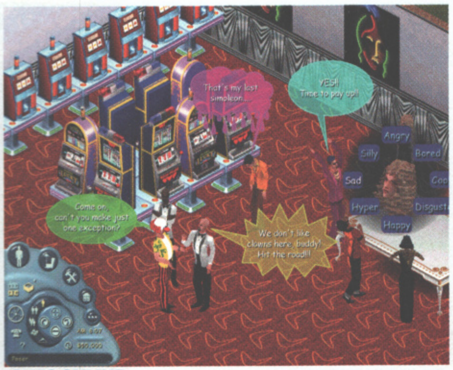
## SIMSVILLE

OUT **2002** PLATFORM **PC**

So you've played the sims and given your character a home and a career – maybe even a partner and kids. So is that as far as the virtual dolls house simulator can take it? Nope.



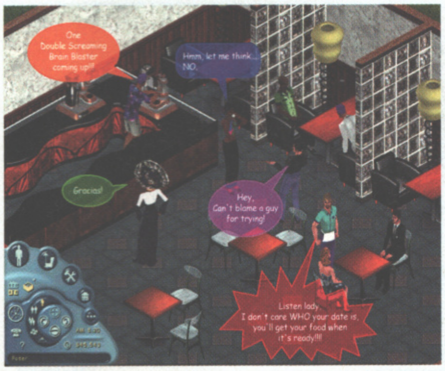
▲ Now you get to design an entire town for your Sims to live in. Give them shops to buy their groceries at, cinemas to watch movies and throw office parties to promote their social standing. Will you be able to keep crime low and create an urban utopia? The virtual soap opera continues…


That's my last simoleon...
YES!! Time to pay up!!
Angry
Silly
Bored
Sad
Coo
Hyper
Disgust
Happy
Come on, can't you make just one exception?
We don't like clowns here, buddy! Hit the road!!

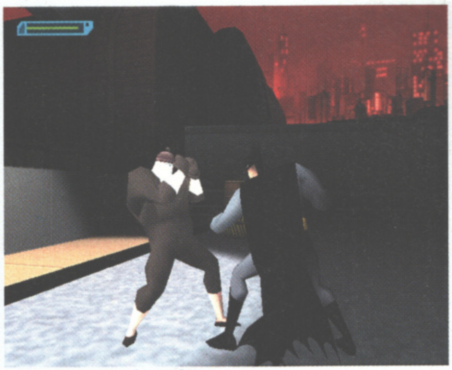
## SIMS ONLINE

OUT **TBC** PLATFORM **PC**

And that's not all. Now after you have made your ideal Sim character and environment to house him in, be it a home or business, you can unleash him on the big online world.


One Double Screaming Brain Blaster coming up!!
Hmm, let me think... NO.
Gracias!
Hey, Can't blame a guy for trying!
Listen lady, I don't care WHO your date is, you'll get your food when it's ready!!!

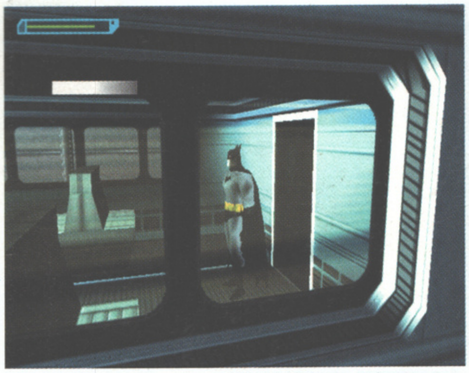
▲ Taking the traditional Sims gameplay as its basis, *Sims Online* allows you to explore a big virtual world, meeting and interacting with other Sims, who are actually controlled by other players. Again, the gameplay is totally open-ended, so what happens is up to you. Sounds very promising indeed



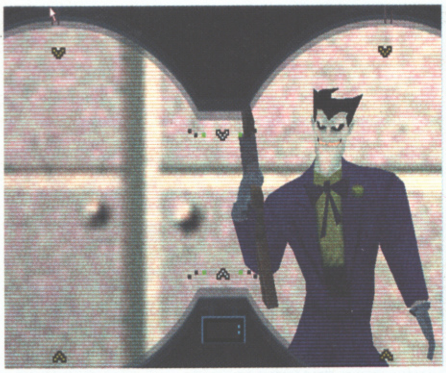
## BATMAN: VENGEANCE

OUT **OCTOBER** PLATFORM **PS2**

The return of the Caped Crusader – or at least the animated series form of Batman. You have to go face-to-face with just about every super villain the Dark Knight has ever faced.



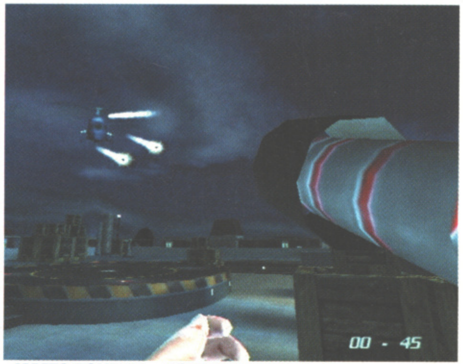
▲ With beat 'em up sections, more traditional platform style gameplay as well as racing and flying elements, the developers are leaving no genre unplayed in their attempt to lift this above the mostly fetid mass of Batman games that have shamefully fallen flat since 8-bit days



▲ With Mark Hamill starring as the Joker and some very cool Dolby Surround Sound effects, this should hopefully look, sound and feel like the animated series from which it spawns. And with five episodes full of action to play through, the Dark Knight should fly again. Well, hopefully

# ACCESS ALL GAMES

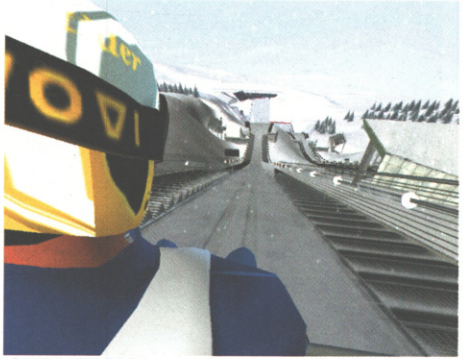
A WHOLE MONTH'S NEW GAMES IN ONE PLACE



### JAMES BOND IN... AGENT UNDER FIRE

OUT**LATE 2001** PLATFORM**PS2**

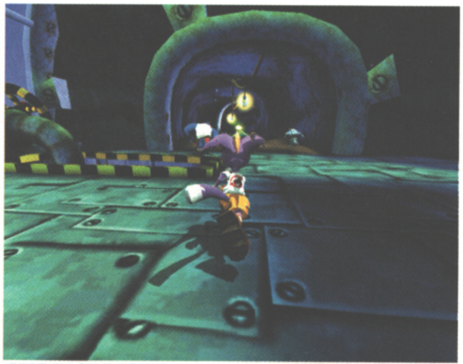
You can never keep a good spy down, and just because there's no new movie on the horizon doesn't mean that EA can't roll out a game while we wait. This first-person spy epic is custom designed for PS2 and will combine plenty of all-out blasting with gadgets and stealthy action – think *GoldenEye* but much bigger and better



### SALT LAKE 2002

OUT**NOVEMBER** PLATFORM**PS2**

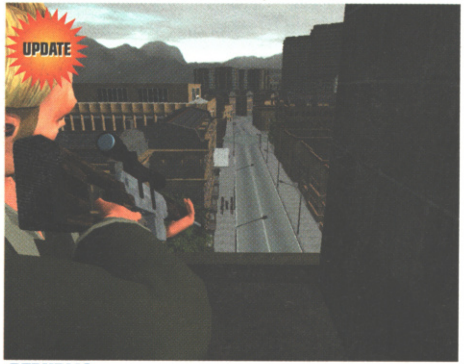
The official game of the Winter Olympics. Only six events but multiple ways of playing the series for up to four players. The in-game commentary and accuracy of locations should appeal to the detail freaks while the rest of us will just love making them crash in the ski jumping or the bobsleigh



### MAD DASH RACING

OUT**TBC** PLATFORM**XBOX**

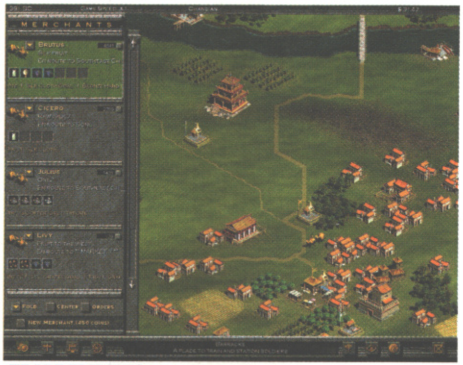
A *Mario Kart* inspired cartoon racer, combining speed and skill with a healthy dose of weapons and power-up skullduggery, featuring nine mad-in-the-head characters and eight levels. The multiplayer madness should prove irresistible – although there's no news yet as to whether it's online or split-screen, or hopefully both



### REPUBLIC

OUT**SPRING 2002** PLATFORM**PC**

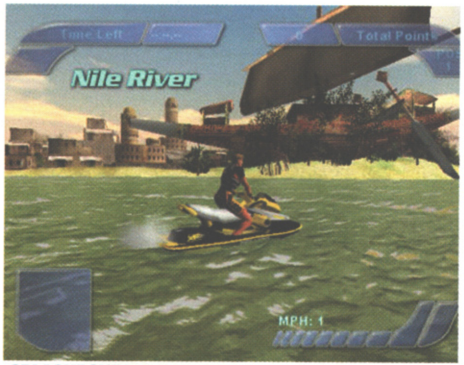
Build up a loyal following, then expand to take over the Republic. Sounds simple but this political God sim is full of devious tricks to keep you wheeling and dealing, including up to 16 opponents – human or AI – all aiming to do the same at your expense. It's good to finally see some flesh on the gameplay bones



### TRADE EMPIRES

OUT**TBC** PLATFORM**PC**

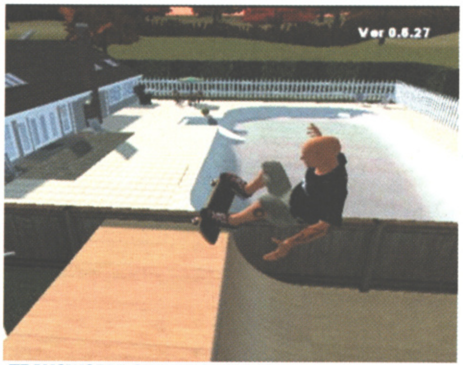
A trading game that takes place over thousands of years – meaning you have to deal with advances in technology as well as increasingly sophisticated trading. More business orientated than the *Civ* games (in other words, there will be less scrapping), but the more cerebral approach will no doubt appeal to some



### SPLASHDOWN

OUT**TBC** PLATFORM**PS2**

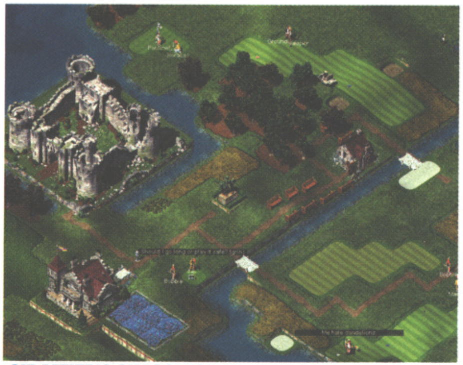
Race on souped-up jet-skis called Sea-Doos in glamourous locations like Hawaii and Bali. Two people can compete in various modes, matching their wits against some rough water and tricky environments. The physics are supposed to be ultra realistic, but who cares about that just so long as it's fun to play?



### TRANSWORLD SKATEBOARDING

OUT**2002** PLATFORM**XBOX**

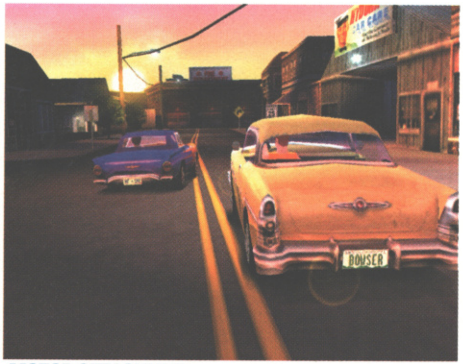
No doubt aiming to go head-to-head with *Tony Hawk's* on Xbox. Skate around huge 'living' locations, pulling stunts and completing tasks to earn points and access more stages. Features boarding pros – presumably not the Hawkster, though, as he's tied up with Activision's *Tony Hawk 3*, also on Xbox



### SID MEIER'S SIMGOLFCLUB

OUT**TBC** PLATFORM**PC**

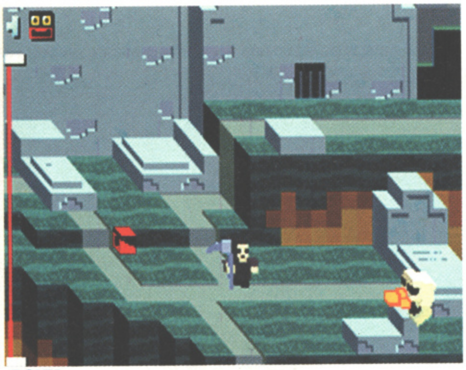
Golf games? Been done to death. But how about one where you can design your own courses? Still not doing it for you? Well how about making your own resort and growing the club to attract rich clients and big tournaments? So a golf game and a business sim in one. Hell, it's got Sid Meier's name on it, so it ought to rock



### MOTOR CITY ONLINE

OUT**TBC** PLATFORM**PC**

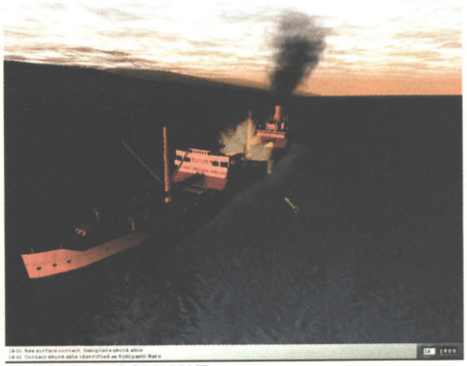
*Motor City* is a persistent online world where you can buy and sell classic American muscle cars and race 'em against anyone who's online. It combines a traditional racing game with a sim world populated with other car nuts. All it needs is a virtual Jeremy Clarkson and it would be complete(ly ruined)



## BONX

OUT**TBC** PLATFORM**GBA**

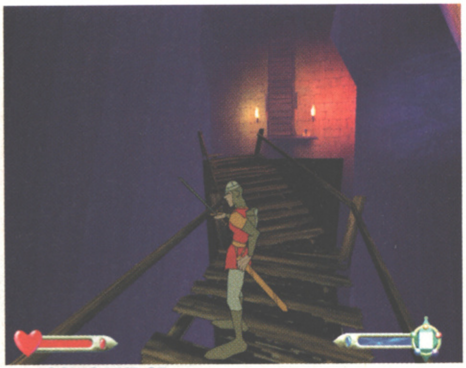
You're a box who has to hatch other boxes in a race to the top of a pyramid. Nope, didn't make sense to us either. But it looks so cool that we get the feeling it's gonna be one those games that once you start you just can't stop playing. It's even got a four-player mode so you can box your mates as well



## DESTROYER COMMAND

OUT**WINTER** PLATFORM**PC**

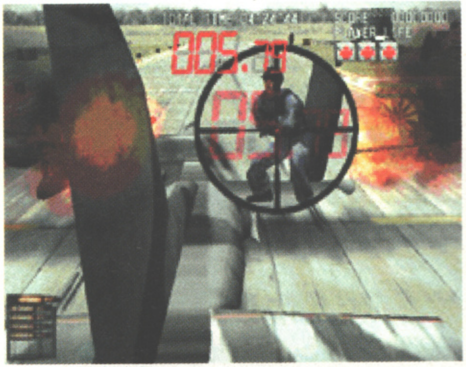
Control a WW2 naval fleet, destroying Axis forces and winning the war single-handed, as you do in most American games. However, if you have *Silent Hunter 2* (where you play a sub commander), you can go online and play against the ships in *Destroyer Command*. Cool new idea or just one game split into two – you decide



## DRAGON'S LAIR 3D

OUT**TBC/WHO CARES** PLATFORM**PC**

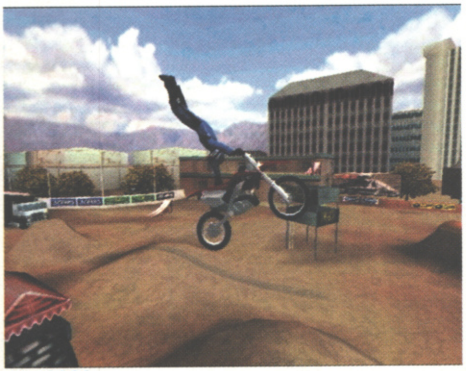
*Dragon's Lair*. Two words that strike fear into the hearts of any fans of gameplay – 'cos it sure as hell had none at all. The archaic instant death simulator is back, now in 3D. But wrap a 2D stinker up in 3D loveliness and its still a stinker. We challenge the developers to prove us wrong



## SILENT SCOPE 2

OUT**EARLY 2002** PLATFORM**PS2**

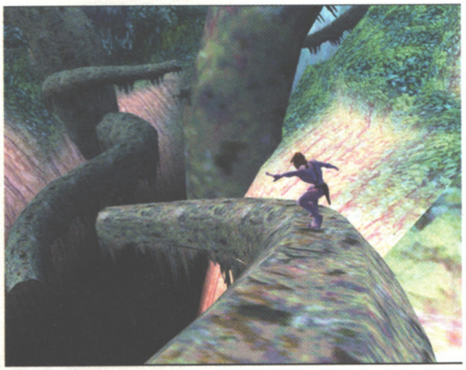
Come on, admit it – the gameplay may have been a bit on the shallow side but there was something immensely satisfying about zooming in real close to someone before shooting them in the head or the crotch. Well, now you get to do it all again in a whole new bunch of scenarios in an even bigger game. That's about it



## MX 2002

OUT**TBC** PLATFORM**PS2**

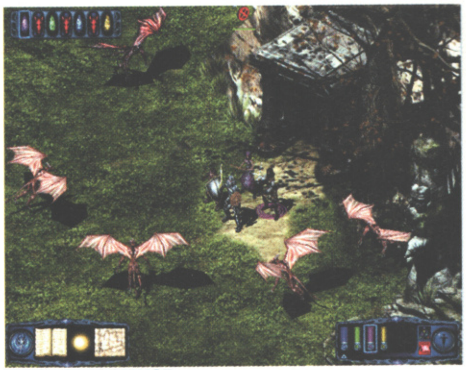
More insane motocross action featuring Ricky Carmichael. There's a new stunt combo system as well as vamped up graphics, which is just as well 'cos the old PSone game suffered badly with boring courses and horribly pixelly graphics. This slice of two-wheeled madness definitely looks more suited to PS2



## TARZAN

OUT**TBC** PLATFORM**PS2**

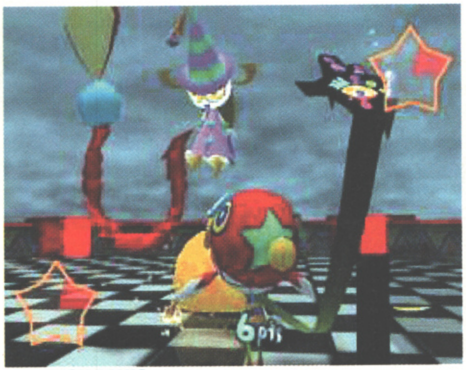
Apes are going to be big business this year – with the remake of Planet of the Apes on the way, Disney are getting in on the action with their ape-boy hero, Tarzan. With platform action, *Tony Hawk's* style aerial stunts and the chance to get your hands on Tarzan's chick Jane, it could be one to watch for



## POOL OF RADIANCE

OUT**TBC** PLATFORM**PC**

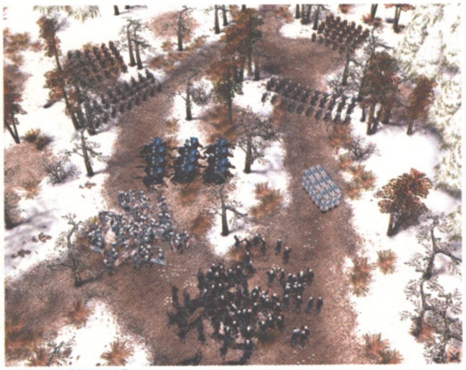
Featuring the latest set of AD&D rules (yawn here if you feel the need), *PoR* is going to be gunning for *Baldur's Gate 2* and *Diablo 2*s RPG domination. As well as single player questing, you can also go online to team up with mates to tackle the hundreds of monsters and challenges. It only needs a low spec PC to run as well. Allegedly



## STRETCH PANIC

OUT**TBC** PLATFORM**PS2**

Normally if something as obviously messed up in the head as this came in we'd laugh it out of the office. But when we heard it was being developed by Treasure, developer of some of the craziest but most playable games around, we had to give it a chance. You must defeat evil forces by stretching them – officially weird



## PRAETORIANS

OUT**SPRING 2002** PLATFORM**PC**

Presumably fed up with WW2 after two *Commandos* games, Pyro Studios turns its attention to the Roman Empire, with you leading your armies into huge epic battles. No stealthy crawling around this time – combine your units into the best fighting force possible and duke it out on the battlefield

# BOK! NINTENDO KNOCKS E3 FLAT

## NINTENDO UNVEILS AWESOME GAMES – AND GAMECUBE PRICE

WORDS **PAT GARRATT** IMAGES **VARIOUS**

**The Electronics Entertainment Expo (E3) is the games event of the year, and 2001's show was the most significant yet.**

**In fact, last month was a clash of the gaming titans. Microsoft had its final opportunity to convince the world Xbox is about to crush PlayStation 2. Sony had to convince the world Xbox was nothing but a small bug to be stamped on from a great height. Nintendo showed playable GameCube titles for the first time and Sega displayed its cross-platform wares in the wake of Dreamcast's demise.**

**The stakes were high. There were winners and losers. But the day after the show, Nintendo made an announcement likely to have the competition quaking in its boots. Here's the news from each firm...**

NINTENDO
GAMECUBE
Y ADVANCE
EA SPORTS

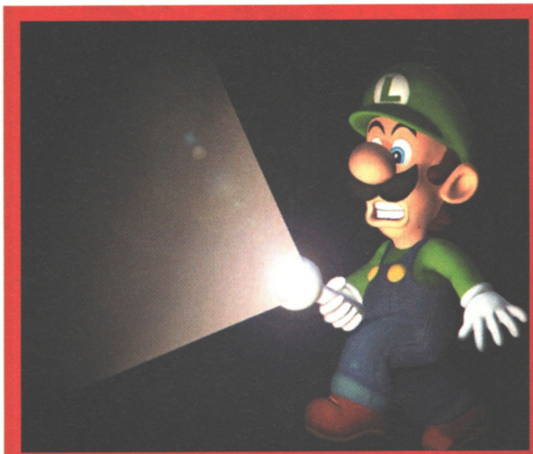
E3, 2001: thousands of gamers – and most of them trying to get onto Nintendo's stand

GAME BOY ADVANCE. Console quality gaming anywhere.
Nintendo
GAMING 24:7

Expect to see a lot of these adverts across the UK this summer. The Advance games at the show...

...had much the same effect on people...

...as these adverts show



**Yep. That's what *Luigi's Mansion* looks like on GameCube**

## *NINTENDO*

**GameCube is to launch in America in the wake of GBA on November 5 at a staggeringly low $199, with six games costing $49 each. The machine will go head-to-head with Microsoft's Xbox, which ships in the US five days later for $299, with between 15 and 20 titles on the shelves.**

### TRANSATLANTIC TRANSLATION

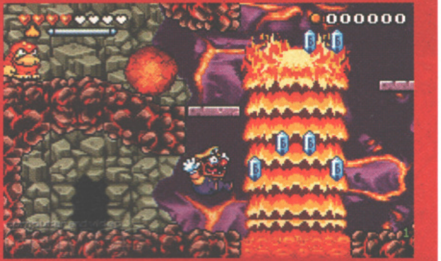
As is normal, you can expect both Nintendo and Microsoft to offer dollar-to-pound conversions for the UK, meaning GameCube will cost just £199, while Xbox will weigh in at £299. And after we got our hands on the games in LA last month, we can tell you the GameCube price is sweeter than saccharine.

### SHOW US YOUR TITLES

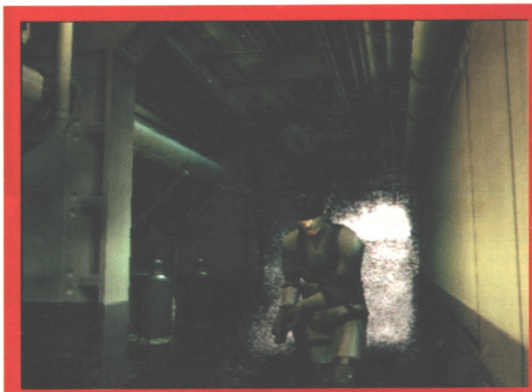
Nintendo's booth at the LA Convention Centre was literally impassable on the first day of the show, as thousands crammed in to get a first play on the company's next-gen titles. The next in the *Mario* series, *Luigi's Mansion*, sat like a dream beside playable versions of *Wave Race: Blue Storm*, *Rogue Leader: Rogue Squadron II*, and the mental strategy title crafted by Mr Miyamoto himself, *Pikmin*.

### IT'S A-HUGE

All of them looked visually incredible. GBA was on fire, showing the incredible *Wario Land 4* for the first time. None of the other manufacturers could raise anything like the excitement felt for the Nintendo games at the show, and in the words of Mario creator Shigeru Miyamoto, "We believe GameCube and GBA are going to be huge". Indeed.



**Expect *Wario Land 4* to be the best GBA title yet**



***Metal Gear 2* on PS2: Nice water. Phenomenal game**

## *PLAYSTATION 2*

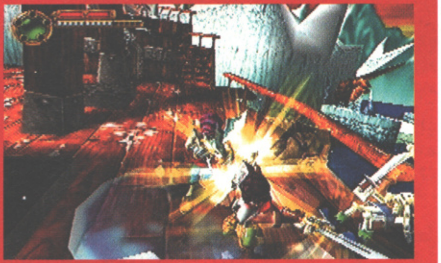
**GameCube's titles may have stoked the greatest frenzy, but PlayStation 2 dominated E3 with its sheer number of quality second-generation games littering the floor of the convention centre. It was obvious from the off where the focus of virtually all of the World's publishers lay.**

### VERY SSX-Y

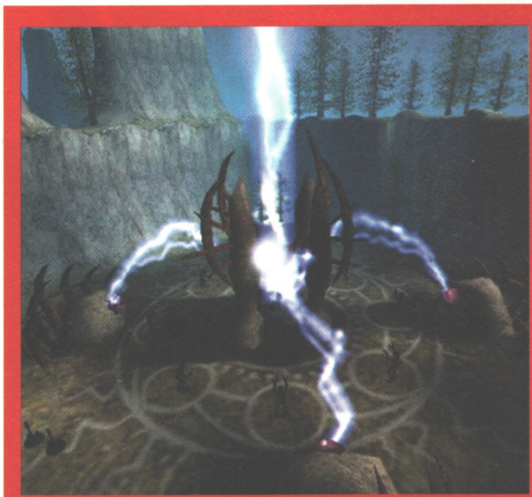
On top of a dauntingly spectacular showing by EA (including the sequel to *SSX*, named *SSX Tricky*), Sony showed *The Getaway* for the first time. *WipEout Fusion* was also there in playable form, as was *Jak & Daxter* (the highly promising platformer from the developer of the *Crash Bandicoot* series). And, of course, the Game of All Games, Kojima's King of the Show, *Metal Gear Solid 2*.

### SOLID SNAKES ALIVE!

The crowd stopped when the new movie of *MGS2* was played. 'Shocked' is not too strong a word. It says a great deal that Konami was able to take Game of the Show for the second year running by showing a series of cutscenes, but this really is the most incredible game currently in development anywhere. Just asked the hundreds of gamers who rammed Konami's booth every half an hour.



**This shot doesn't do *Maximo* any justice**



***Munch's Oddysee*: Lightning is the way forward for Xbox**

## *X-BOX*

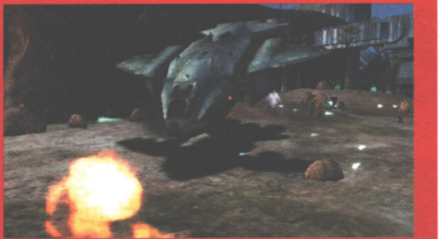
**Xbox finally started to look less shaky after a questionable showing at Tokyo Game Show, unveiling some decent games to kick-start the world's most powerful console.**

### BITE ME

*Munch's Oddysee* is now displaying intriguing gameplay and some of the most beautiful environments yet seen in a videogame. The latest *Oddworld* game adds teamplay by letting you switch between the main characters of Abe and Munch, and finally gets the all-elusive bump-mapping into a console game, making water look, basically, real.

### HELLO HALO

Though a lot of the line-up for the machine seen at the show is best described as so-so, this and first-person shooter *Halo* make a healthy duo to head up Europe's Xbox launch in early 2002. CVG also got the chance to play *Jet Set Radio: Future* behind closed doors on the Microsoft booth, and we can confirm that it dumps on the excellent Dreamcast version from a great height. Sega rocks.



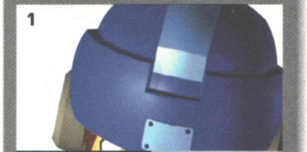
**If shooting's your bag, *Halo* delivers, delivers, and delivers**

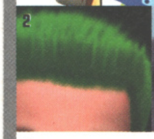
## CVG RECKONS

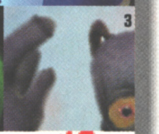
**E3 2001 is over. Nintendo is about to rule the World. Sony already rules the World. Microsoft had better do something drastic very quickly if it's to make a massive impact at launch. Either way, there's loads of cool games to look forward to.**

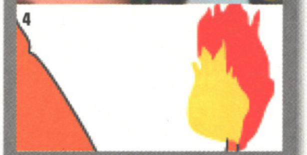
## GUESS WHO I AM

Do you know who these game stars are?









**GIVE US A CLUE!**

**1** He's old, he's blue, he's coming to a PSone near you
**2** You should see his shirt
**3** Quack! Honk! Parp!
**4** He's a real firebrand

**ANSWERS**

**1** Mega Man **2** Axel from Crazy Taxi
**3** Abe **4** Charmander

# LEE'S LAB TESTS

GAMING ADD-ONS UNDER THE MICROSCOPE

**Thank the Lord – the Prof can finally get cracking on *Majora's Mask*. After Nintendo forgot to order any more Expansion Paks for the entire UK (D'oh!), our buddies at Logic 3 have released their own Pak for adventure hungry gamers. Mint! Seems someone still knows what players want.**

Logic 3
N64 RAM EXPANSION PACK
NI 399
CE

### N64 RAM EXPANSION PACK

**N64** **£19.99**

Quite how the Big N underestimated the desire for expansion paks when releasing *Majora's Mask* is baffling. Vote with your feet by buying this cheaper alternative instead. Enhanced N64 gaming joy can be yours. ★★★★★

FIGHTING
CHEAT CD
BLAZE

### CHEAT MASTER VOL 1-4

**PSone/PS2** **£5.99**

A selection of four themed cheat CDs from the always excellent Xploder series. Each volume is packed with cheats for a different type of game: fighting, sports, strategy/adventure, and racing. A bargain and pretty much essential. ★★★★★

AR2
ACTION REPLAY 2
DISC 2

### ACTION REPLAY 2

**PS2/PSone** **£29.99**

More codes than you could ever need to bust your games apart. Packed with pre-loaded cheats this also lets you update new cheats from the codejunkies.com website. Comprehensive, though more expensive than the Xploder series. ★★★★

### X-PORT

**PS2** **£29.99**

Connect your PS2 to a PC, insert discs, have a brief faff with settings and installing software and, as if by magic, you can store all your PS2 saves onto your PC hard-drive. It's ace, and will do until PS2 gets its own hard-drive. ★★★★

### XTREME FM

**PS2** **£29.99**

The bods at Datel seem to think PS2 punters aren't going to be happy enough that their console plays DVDs. They think you need an FM tuner too. We reckon they're barking, and £30 is fat cash to hear FM through your TV. ★★

# WIN £100

TO SPEND ON WHATEVER YOU WANT

**1** *WWF Raw Is War* is being made for which format?
**A PS2**
**B PC**
**C Xbox**

**2** What device lets you play your GB Pokémon on *Stadium 2* on N64
**A Transfer Pak**
**B Expansion Pak**
**C Lunch Pak**

**3** World's Scariest Police Chases is based on what kind of show?
**A A TV show**
**B A movie**
**C A radio show**

**4** In the best-selling PC RPG, what exactly is *Baldur's Gate*?
***A A magical portal***
***B A wig shop***
***C A city***

**5** How many Stars did PS2 chop 'em up *7 Blades* score this issue?
**A 3**
**B 4**
**C 5**

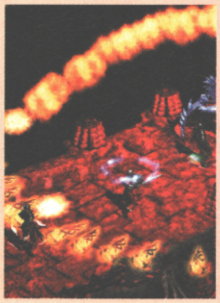
**6** How much will Mars-based PS2 FPS *Red Faction* cost?
**A £44.99**
**B Less than £44.99**
**C More than £44.99**

**7** PC gore 'em up *Soldier of Fortune* is set to appear on which format?
**A N64**
**B GBA**
**C DC**

**8** *Dark Cloud* on PlayStation 2 is what kind of game?
***A Beat 'em up***
***B RPG***
***C Racer***

**9** In *Rayman Advance*, our hero has to free…
***A The Electoons***
***B The Ampoons***
***C The Volterons***

**10** Which game is this natty screenshot from?
***A Ephemeral Fantasia***
***B Diablo 2 Lord of Destruction***
***C Castlevania Chronicles***



**LAST MONTH'S ANSWERS**

**1/ B: Geo Mod**
**2/ B: 4**
**3/ B: World War II**
**4/ C: Ghouls 'n' Ghosts**
**5/ C: Bill Gates**
**6/ A: Dante**
**7/ A: 2097 AD**
**8/ C: Pern**
**9/ B: 18**
**10/ B: The Infernal Machine**

The lucky winner of issue 233's compo and one hundred squid is…
**Paul Reaney, Aberdeen**

### IT'S EASY TO ENTER

Post to us at: Win Some Money 236, Computer and Video Games, 30 Cleveland Street, London, W1P 5FF. The first correct entry out of the hat wins. Entries must be in by: 16th July, 2001. So get a move on.

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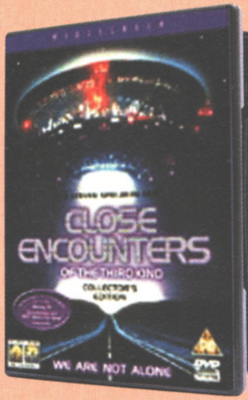

**THE MOVIE:**

When this Spielberg sci-fi epic came out back in the Eighties it was a massive hit, wowing everyone with its incredible special effects and intriguing plot. Just ask your folks, they'll say how much of a fuss it created. But watch it now and it all seems a bit cheesy and way too long.

Aliens start visiting the Earth and those who have seen them all become obsessed with a mountain in the US to the point where they start making models of it from mash potatoes. Trouble is, with an ending that is a glorified light-show and very little action, you'll need to be a hardcore UFO sci-fi buff to get much out of this. But if nothing else, it does go to show that aliens don't need to blow up the White House to get our attention,

**THE EXTRAS:**

This is where the package starts redeeming itself as you get a whole second disc full of them. There's a 'making of' programme that's almost two hours long, plus a Watch the Skies programme for all Ufologists. Throw in a bunch of deleted scenes and filmographies and you're looking at something quite special for sci-fi freaks.

★★★

## ME, MYSELF AND IRENE

**COST :** £19.99
**CERT:** 15

**THE MOVIE**

A rare treat indeed – a film where Jim Carrey is actually funny, even if only occasionally. Old rubber face himself plays a schizophrenic cop whose dual personalities both fall for the same woman, though quite what they would like to do with her are slightly different things.

The film goes out of its way to offend as many people as it can, something that it does very well. But the people it will most offend are those who expect to laugh out loud all the way through. Because while Carrey does have some funny moments, it's not long before events become more than a little predictable. And as for the ending? Ugh – reach for the sick bag.

**THE EXTRAS**

Trailers, TV Spots and a pointless stills gallery aren't much use, but a funny director's commentary, a featurette and some deleted scenes somewhat make up for it. There's also an embarrassing music video, but the less said about that the better. Still, it's about time they started filling up UK DVDs with plenty of extras. Almost justifies the UK prices.

★★★

## DR DOLITTLE

**COST :** £17.99
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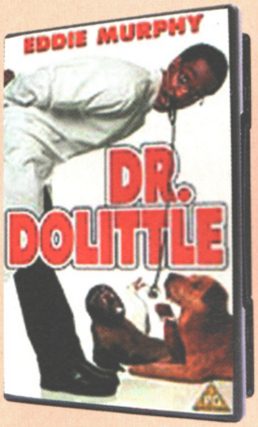

**THE MOVIE**

Eddie Murphy is a doctor who finds he can talk to animals. Unfortunately for him the animals get all the best lines, as the likes of Chris Rock, Gary Shandling and Ellen Degeneres provide voices for the babbling beasts. It's this line-up of chatting creatures that manages to turn a run-of-the-mill kids' story into something you shouldn't be too embarrassed to find your mum has bought home from Tescos to watch. A doctor using his medical knowledge to heal animals – everybody: "Ahhh".

The whole thing isn't quite as sickly sweet as you might imagine and hey, it even made Les laugh once. The talking animals are enough to raise a smile from even the grumpiest of men, and besides, it's got to be better than the croaky old 1960s Rex Harrison version.

**THE EXTRAS**

As is far too often the case, here in the UK we get the short end of the stick and there are bugger all extras in this one. Let's face it, chapter selection and scene access don't rate highly among the list of hot freebies that make DVDs the killer of VHS.

★★★

## SCARY MOVIE

**COST :** £19.99
**CERT:** 15

**THE MOVIE**

Scream was the film that set out to intelligently spoof the slasher movie genre but only ended up spoofing itself by its third installment. So in steps Scary Movie to do the spoofing in style, targeting all three Scream films, I Know What You Did Last Summer, Matrix, Sixth Sense and Blair Witch, to name but a few. A serial killer is stalking a bunch of American high-school kids, but it's the jokes that start flowing not the blood in this full-on mickey-take.

It's one of those comedies in the Hot Shots or Naked Gun mould where you can see most of the gags coming a mile off but you don't care because it's so damn funny. It doesn't fare that well with repeated viewings, but is still one of the funniest movies we've seen in ages and is definitely one to go for, even with the lack of great extras.

**THE EXTRAS**

A brief behind the scenes feature showing how they did some of the special effects and some not-so-funny deleted scenes don't really add up to a whole lot. A movie like this is crying out for a blooper reel – it would have been the perfect way to round off this comedy package.

★★★

computer and video GAMES

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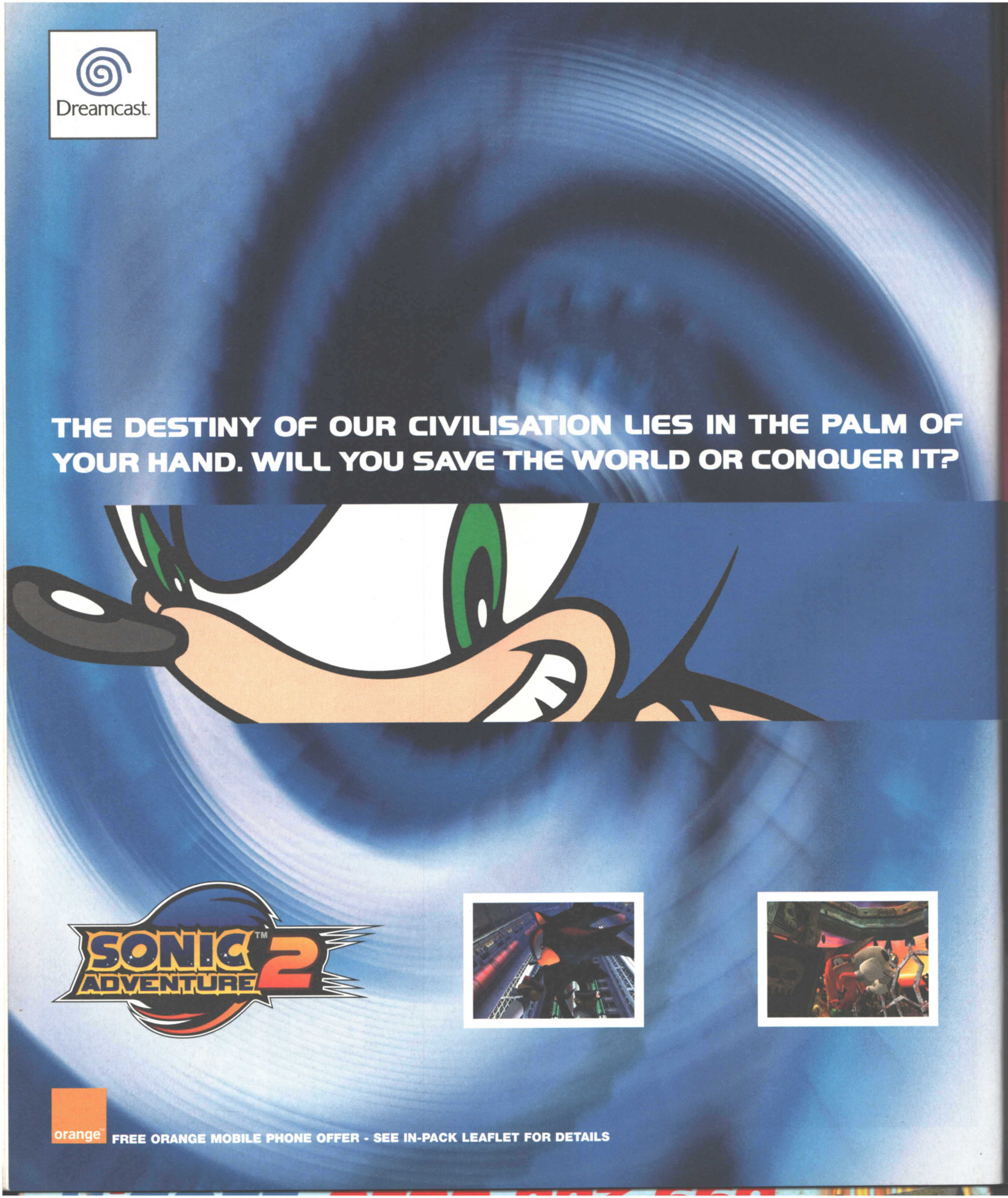
## SPOT THE DAN

**Spot the hidden Dan to win *Digimon* figures. The first reader to send the correct page number on a postcard wins.**

**Last issue Dan was on page 11**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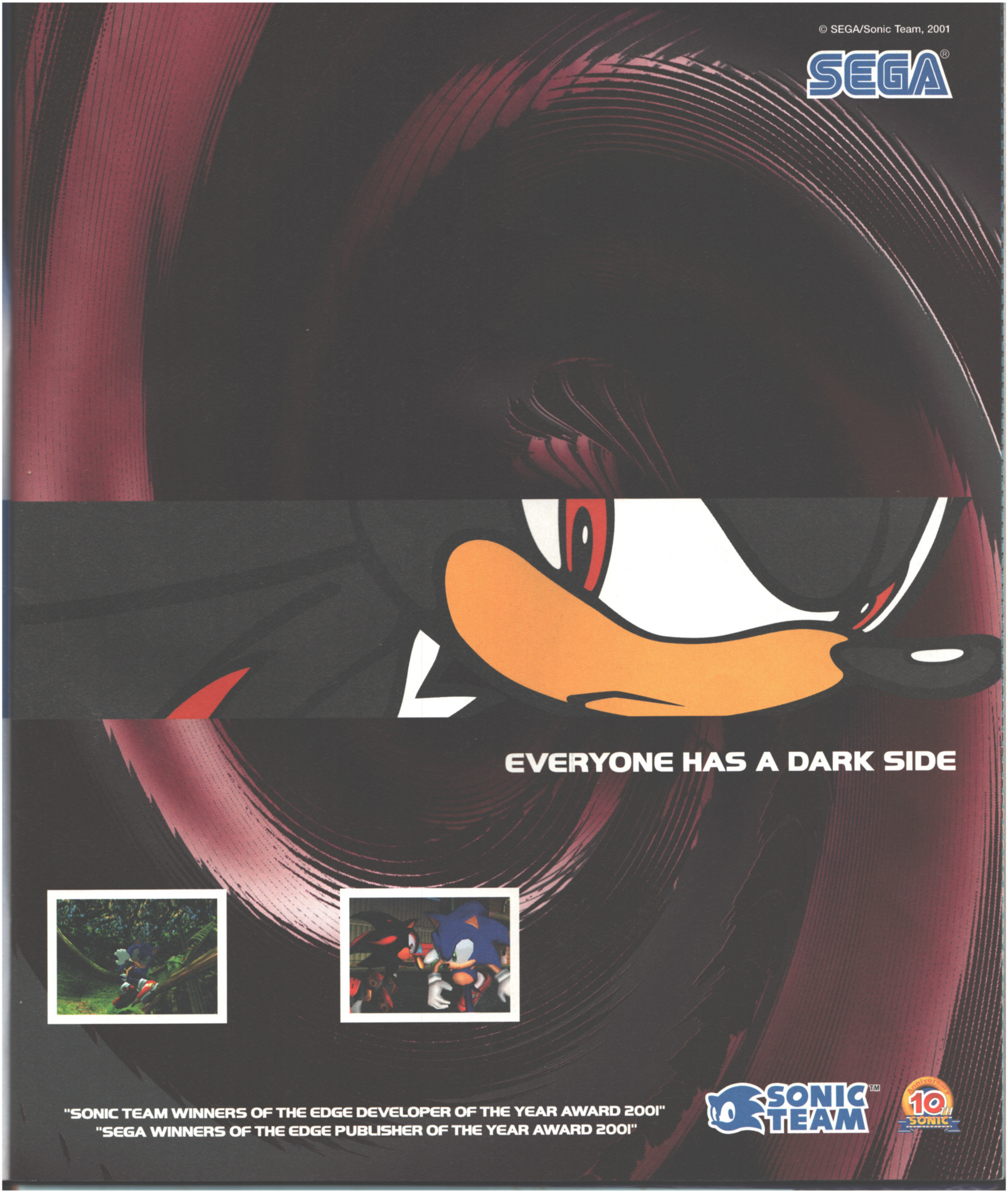

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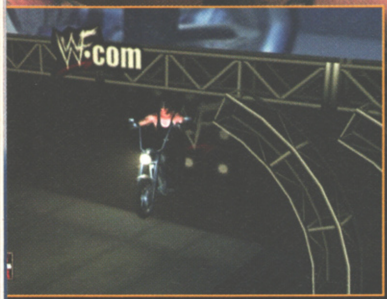

WWF.com
RAW is WAR

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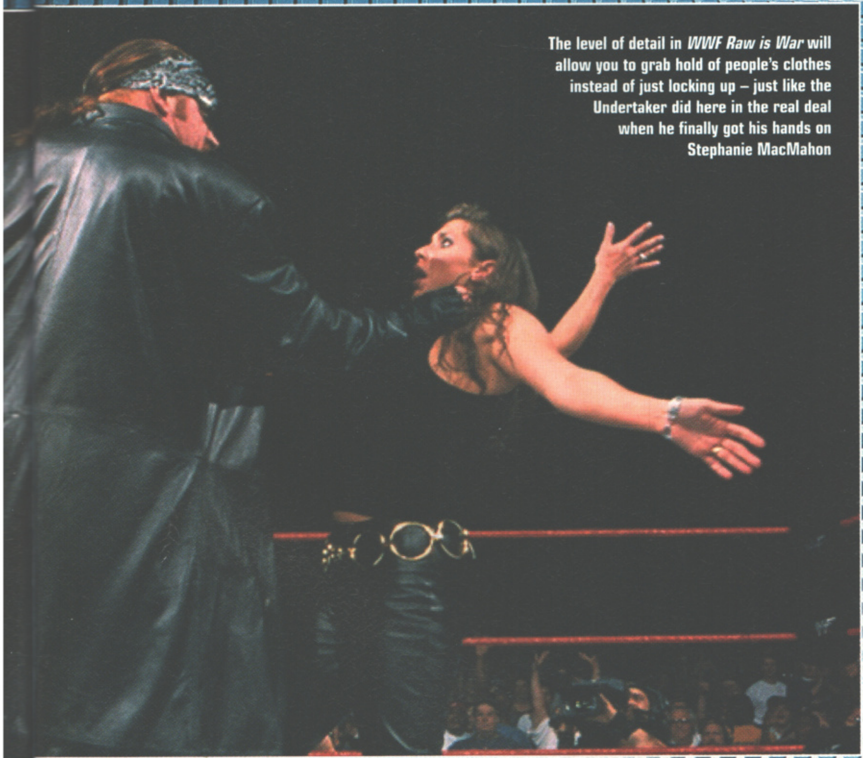
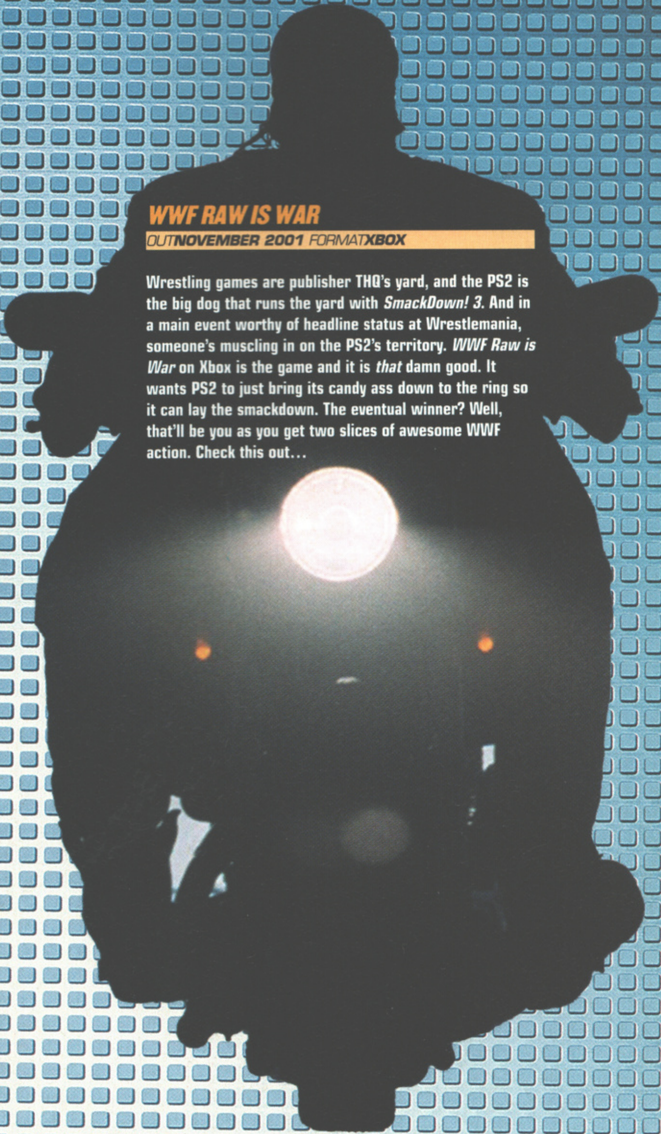
WWF RAW IS WAR CHOKESLAMS THE BOUNDARIES OF VIDEOGAME COMBAT

# MAN INC



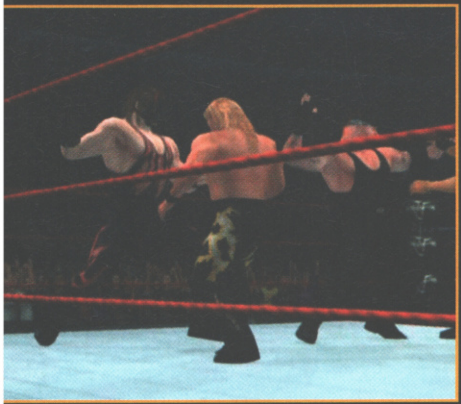
The level of detail in *WWF Raw is War* will allow you to grab hold of people's clothes instead of just locking up – just like the Undertaker did here in the real deal when he finally got his hands on Stephanie MacMahon

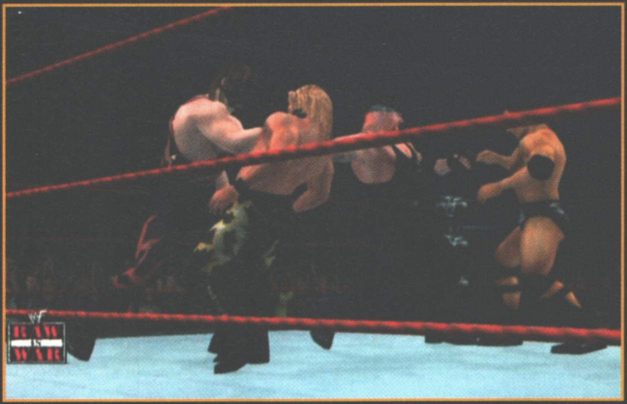


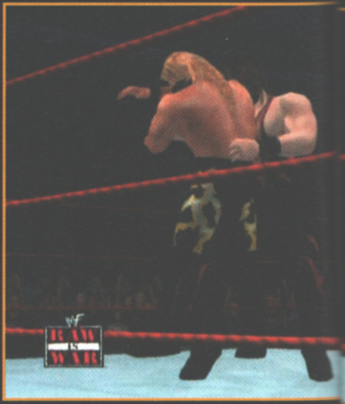
## WWF RAW IS WAR

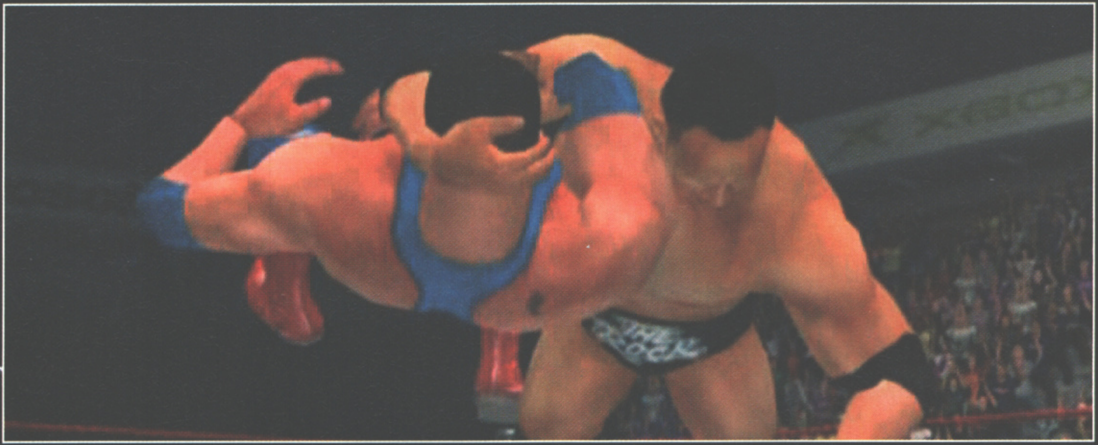
OUT **NOVEMBER 2001** FORMAT **XBOX**

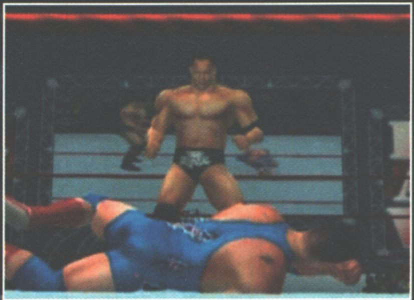
Wrestling games are publisher THQ's yard, and the PS2 is the big dog that runs the yard with *SmackDown! 3*. And in a main event worthy of headline status at Wrestlemania, someone's muscling in on the PS2's territory. *WWF Raw is War* on Xbox is the game and it is *that* damn good. It wants PS2 to just bring its candy ass down to the ring so it can lay the smackdown. The eventual winner? Well, that'll be you as you get two slices of awesome WWF action. Check this out…

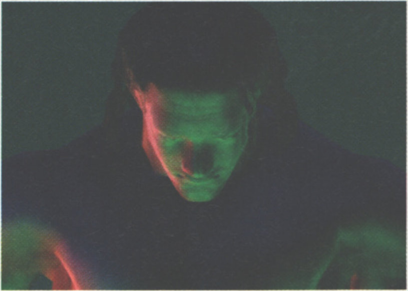

The Brothers of Destruction go for their double team finish


The unlikely pairing of Chris Jericho and The Rock are going for a Double Chokeslam


As they get lifted you'll see their hair move...


Ahh isn't that nice. The Rock cradles Angle's head so he won't really feel the effects of the Rock Bottom – are they saying it's all fake?


Angle rolls out of the ring to save himself from losing. Wuss


A close up shows the intensity on Triple H's face

### GENERATION XBOX

The lights are out, the door closes. It's just us, the Xbox and over 35 pumped up WWF Superstars. E3, the World's biggest games show is shut out behind us as we lock up with the likes of The Rock, The Undertaker, Triple H, Stone Cold Steve Austin and Kane.

We've Pedigreed, Rock Bottomed, Stunnered, Chokeslammed and given the Last Ride to most of your favourite WWF Superstars. Not for real of course, there wasn't room for that, but it may just as well have been because if you thought these guys looked real in *SmackDown! 2: Know Your Role*, you're in for a life-altering shock when you clap eyes on *WWF Raw is War*.

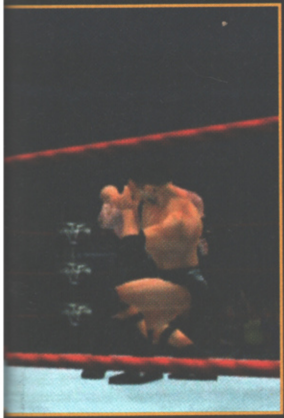
### HUGE UNDERTAKING

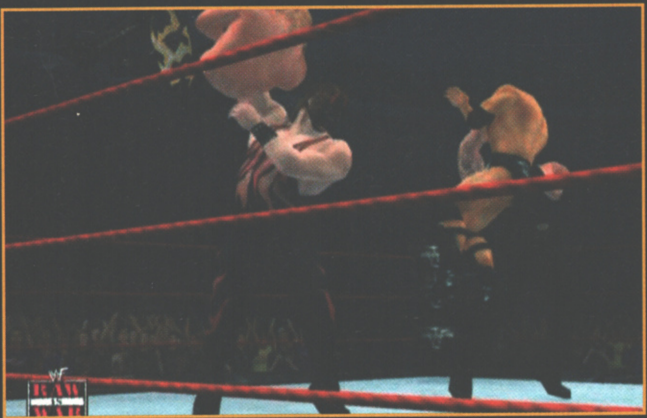
*WWF Raw is War* set the developer, Anchor, a triple-whammy of challenges. Number one – bringing the next chapter in the biggest selling games franchise in recent history to life. Number two – living up to the standards set by the first two *SmackDown!* games, plus the N64 and DC WWF releases. Number three – the minor fact that it is bringing the game to Microsoft's new über-console Xbox, so the eyes of the gaming world will be on Anchor to produce the goods at the first time of asking.

Should the developer be worried? Hell no, Anchor's team were the guys behind *UFC*, one of the most violent and slick slugfests ever to see the light of day on DC. And seeing as violent and slick are second nature to the WWF, who better to bring this action into your home?

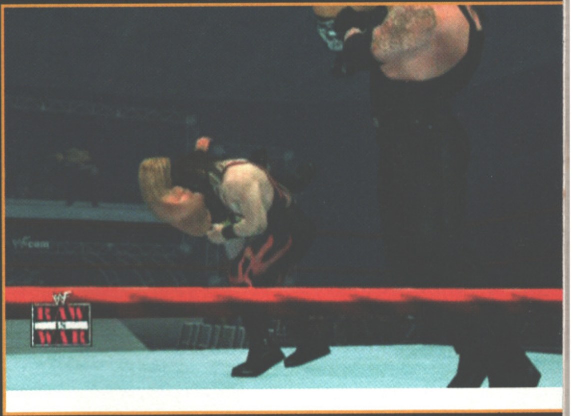
### I AM THE GAME

The last *SmackDown!* game introduced a lot of cool features, like tables, ladders, chairs and different locations. *WWF Raw is War* builds on this, and while you may not get as many different types of

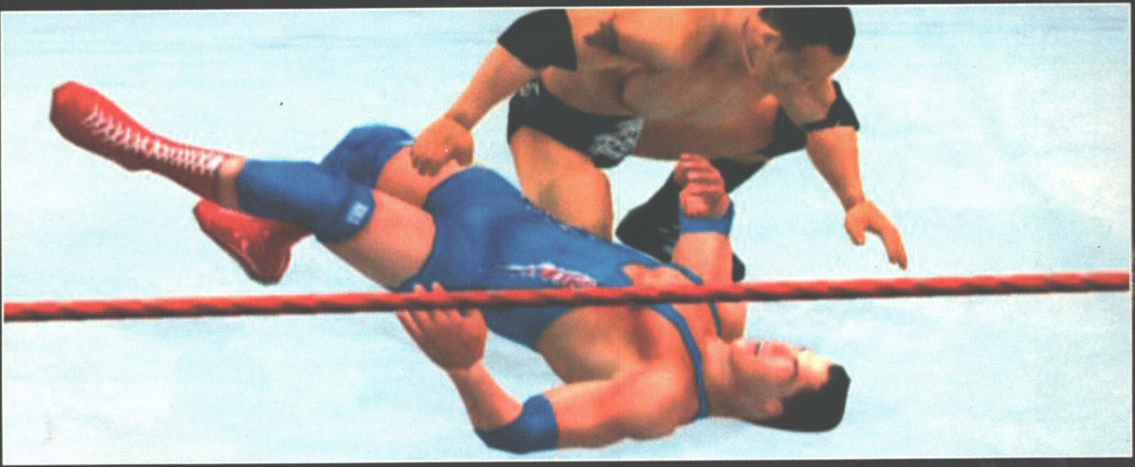




… as well as their expressions changing – except for Kane, who wears a mask of course



Notice you can even see what's happening on the Titantron on the ramp



Angle's body bounces off the canvas after getting the Rock Bottom – now do you pin or go for the People's Elbow?

matches it certainly adds new dimensions. Sure, beating someone up in the ring, throwing them to the outside and then continuing the fight is fun. But how much better would it be if you could throw them into the crowd, watch the punters scatter and then carry on scrapping in the stands surrounded by the fans?

Just imagine Triple H and Mick Foley tearing up arenas like they did in their legendary Pay Per View Street Fights from last year – that could be you in *WWF Raw is War*.

### AND I AM THAT DAMN GOOD

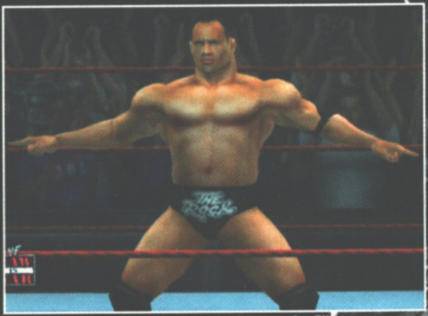
The approach for the Xbox game moves away from the button hammering that could secure victories in the *SmackDown!* games. Now players will have to be familiar with their wrestler's arsenal of moves to be able to know how to react in any given situation, rather than just mashing buttons and hoping.

Another example is how you have to hit a direction twice to run, rather than *SmackDown!*'s constant speed. This, combined with a last-minute button press for a move, lets you adjust your strategy to react to an opponent's move – like if they try to run or get out of the ring. It's more simulation than arcade, and it's not just the moves that are simulated.

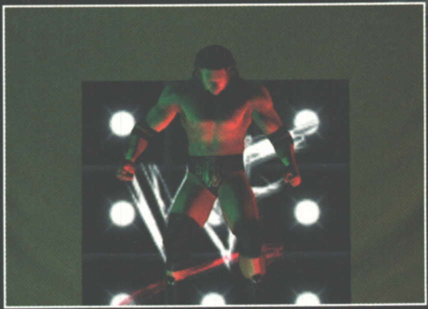
### HUGE UNDERTAKING

If you thought *SmackDown! 2* looked realistic, this is so real you can almost smell the sweaty armpits and feel the splash of blood. Oh yes, there's blood alright.

Without the constraints of the TV show SmackDown!'s family audience, Anchor can bring you the finest of crimson masks that you always get to see at the major events (and you won't have to see them slash themselves with razorblades to let the blood flow like they do for real).



We couldn't resist either – we had to try the Elbow



The Game appears at the top of the ramp. This will get messy

### THREE'S A CROWD, FOUR'S A TAG MATCH

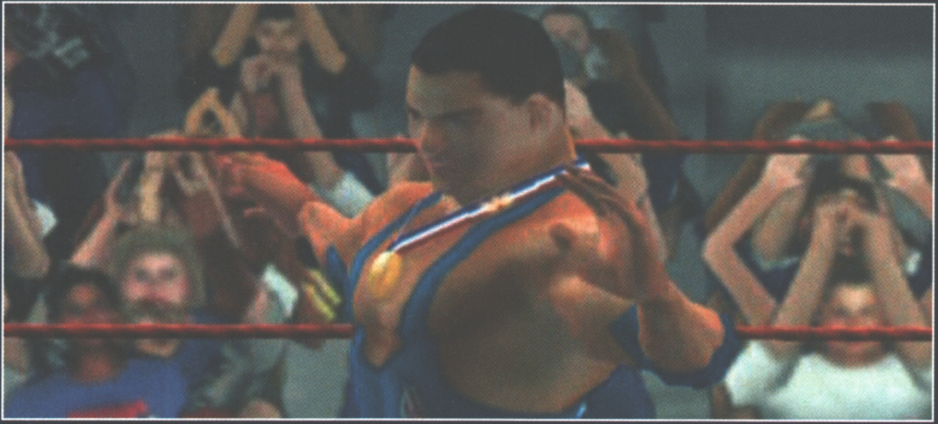
While final details are still to be set, we know that up to four players will be able to take part in matches, either tag team or all-against-all, four-corner match-ups. And, thanks to the oomph under the bonnet of the Xbox, the amazing level of detail and speed shouldn't drop one single frame.

However, developer Anchor is currently looking at having six characters on screen, adding computer allies/opponents to normal matches and making the Royal Rumble mode even more hectic.

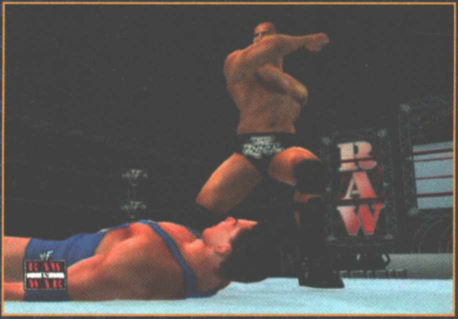
### PROVE ME WRONG

Considering *WWF Raw is War* is more of a simulation, they really had to include the backstage areas, which play a bigger role in the live action on TV now. These areas randomly change from arena to arena, giving you an incentive to explore more fully when you're fighting. And crucial for every WWF fan is that when you get backstage you always get more hardcore items to beat your opponent senseless with. Yes!

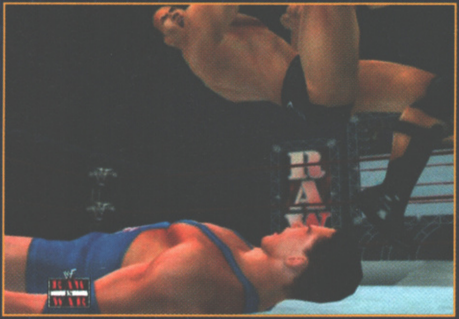
Another new feature is the way you can actually attack your opponents as they make their way to the ring during their entrance. So expect to be able to take a chair to Chris Benoit as he walks down the ramp or lay the boot into Kane after his big pyrotechnical entrance. There's more interaction with scenery too, so you can also recreate classic insane bumps like Shane MacMahon's mad jumps and Jeff Hardy's high flying stunts.



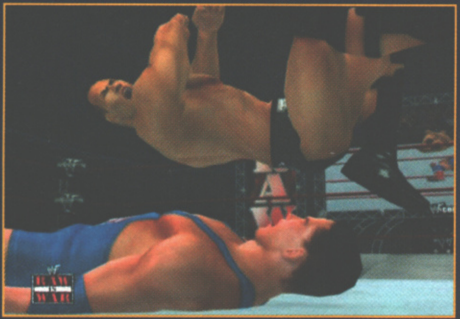
**Final good/bad orientations will be left to the last possible moment to keep the feel of WWF TV as up-to-date as possible in the game**



**The Rock is poised to take out Angle with the People's Elbow...**



**...bouncing off the ropes, the elbow is ready to crash down...**



**...despite attempts to roll out of the way, Angle won't avoid this...**

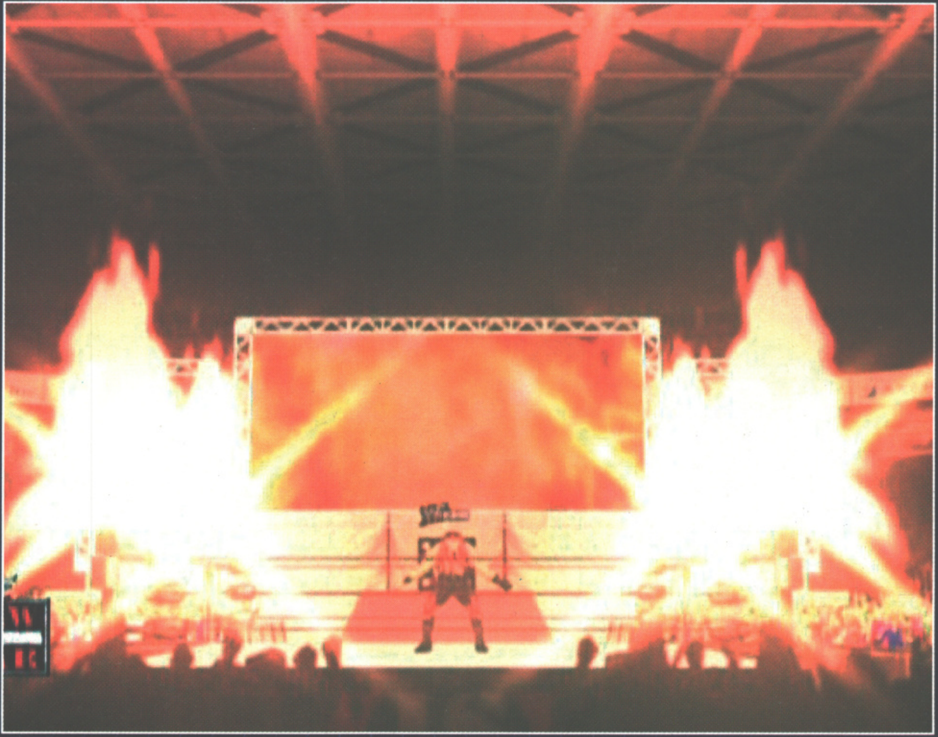
### LOSING THE PLOT

The game has only been in development since November last year but everyone involved is totally committed to getting it out in time for the launch of Xbox in America later this year. Which is an incredibly short development time, but judging by the looks of this, the hard work has already been done.

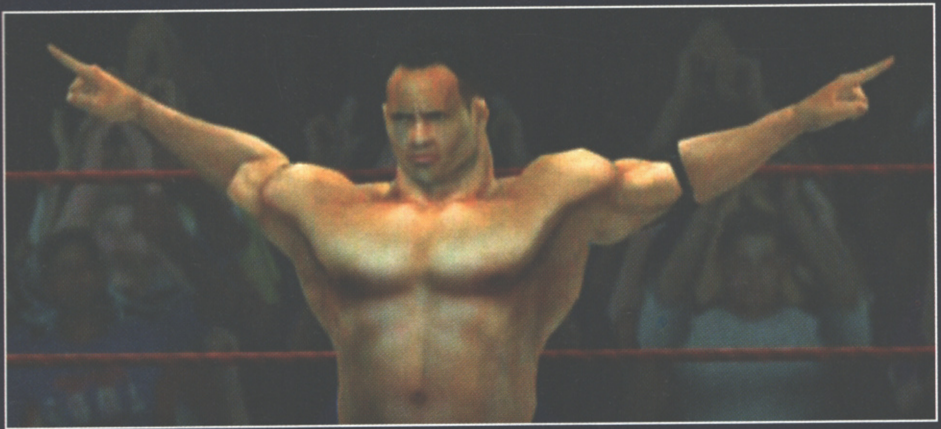
Fans of the PlayStation games looking for a Career mode will be disappointed. There isn't one, which is a crying shame. The only good news on this front is that the developer tells us there will be one in the sequel, WWF *Raw is War 2002*, which will also bring more matches and an online mode to satisfy us more demanding WWF fans. But don't let that put you off, because there is some truly amazing stuff going in Anchor's first installment.

The fighter roster will be finalised in July, meaning the line-up will be as bang up-to-date as possible. An interesting possibility could be the use of WCW or even ECW guys, if licensing issues can be resolved and if the current WWF plans for a WCW invasion take off.

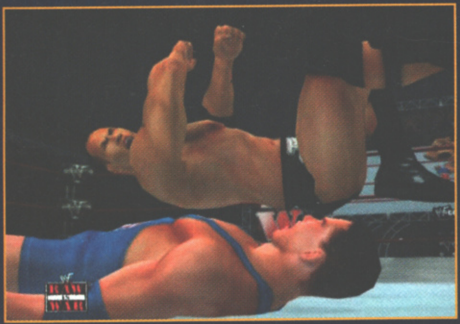
**You won't get crowd adulation like this in your movie career, Rockie**



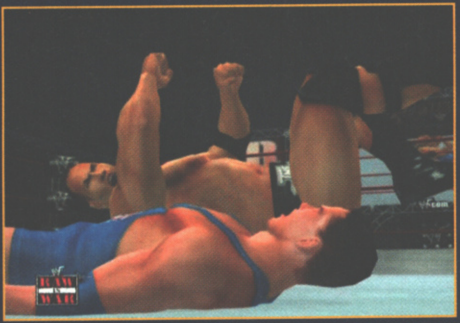
**The explosions for Kane's entrance are so real you can almost feel the heat when those pyros go off**



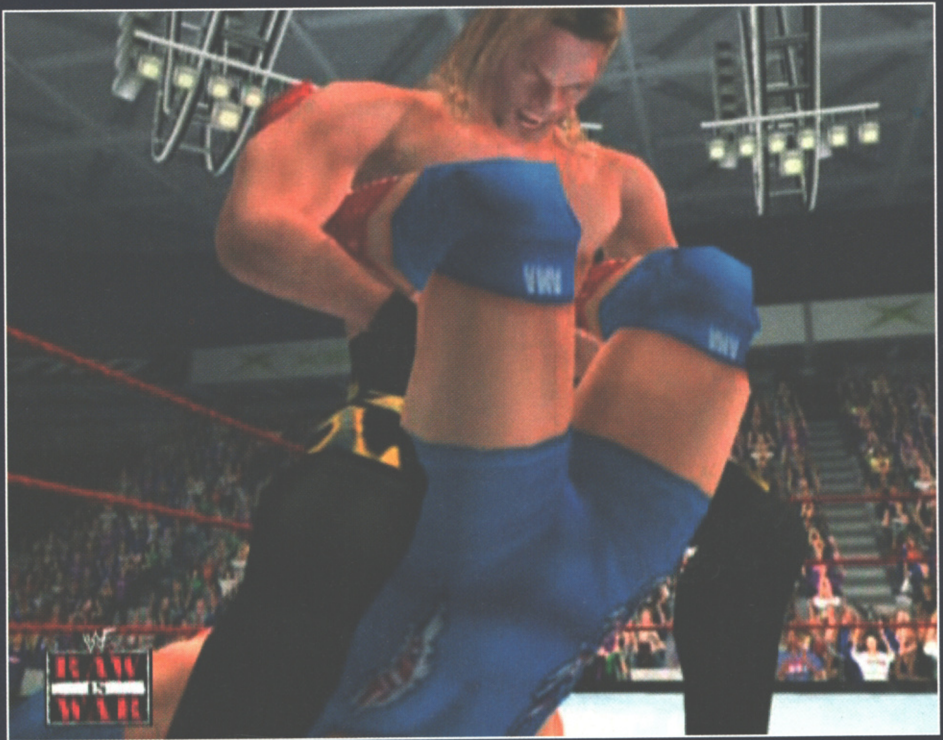
The Rock calls for it and the crowd goes wild – they wanna see him laying the smackdown on Angle's candy ass



...see the expressions on their faces? This is amazing detail...



...the elbow hits the sternum – this is all over now, just pin him



Jericho roars as he locks in the Walls of Jericho, bending Angle's spine in a direction it probably shouldn't go

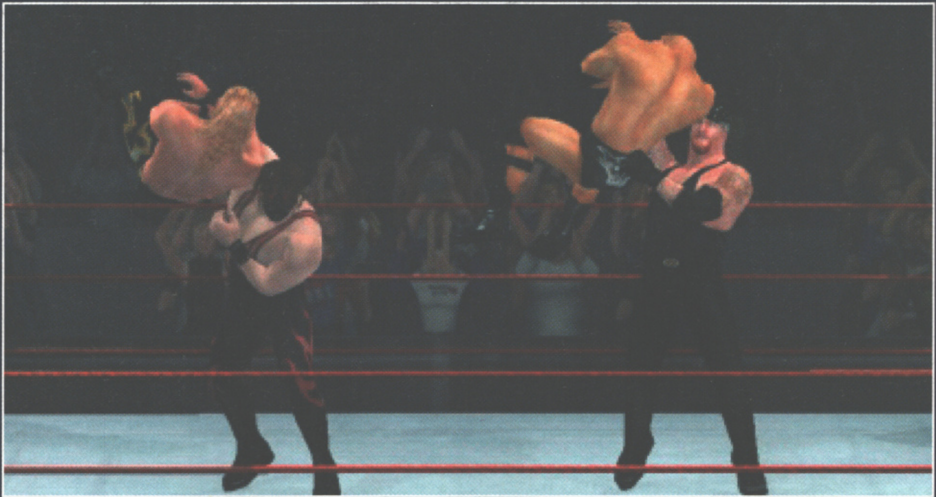
### ALL IN THE DETAIL

As huge a leap forward that the first two *SmackDown!* games were, *Raw is War* is pushing the envelope even further. The levels of detail that are possible are beyond the stuff you see now, with each character being made up of around 4,000 polygons.

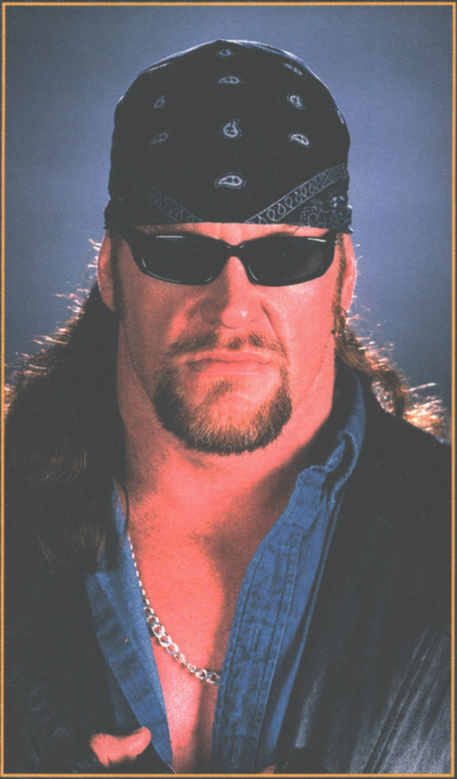
Add to that the fact that some of the team on *Raw is War* also worked on the first two *Tekken* games, and you know how amazingly detailed and fantastically animated the fighters will look in the finished version. You really can actually *see* facial animations changing during moves. We couldn't stop ourselves from gawping at The Rock's snarls as he delivered the People's Elbow or Triple H's roars as he's locked in the Pedigree.

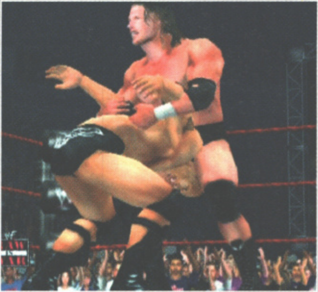
### THE BOTTOM LINE

*WWF Raw is War* is promising to be so graphically appealing, with its blend of highly detailed environments and combination of motion capture and hand animation, it's set to create a game that will just be like watching the WWF TV shows, only with you in control of what's going on. It's a WWF game, by WWF fans, for WWF fans – and that's the bottom line, 'cos Anchor said so.

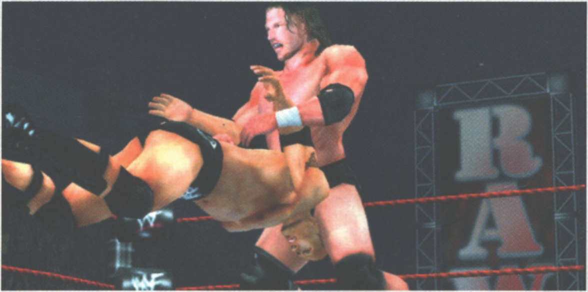


The game will have a minimum of 35 WWF superstars, but Anchor is aiming for 45 before they finally finalise the fighter roster





Triple H locks in the Pedigree on The Rock – looks like the title is as good as his

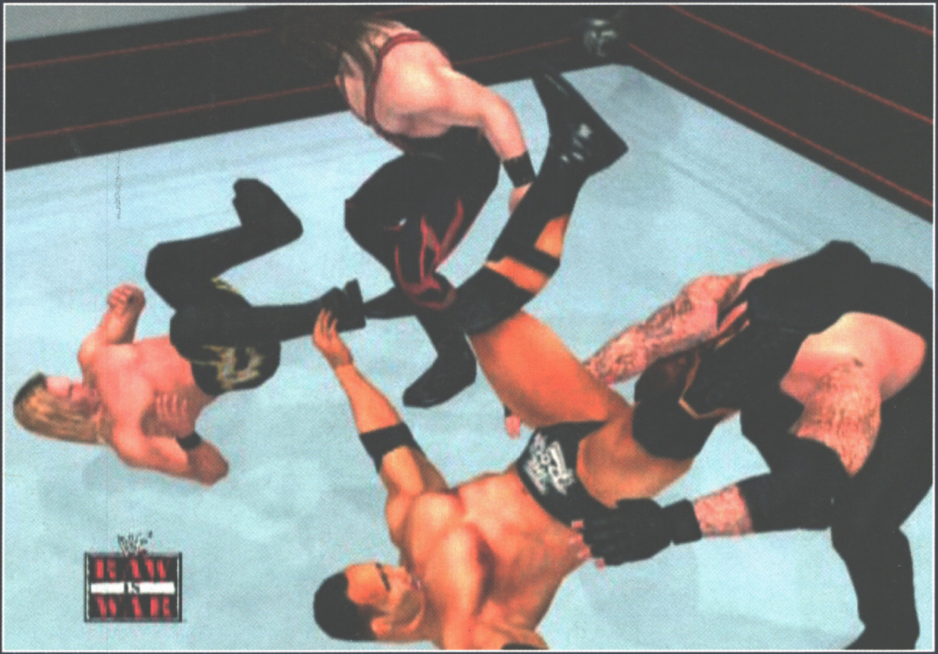


Because some of the music that is used in the WWF is performed by real-life bands like Motorhead and Limp Bizket, they may not be able to include it. It's all under negotiation

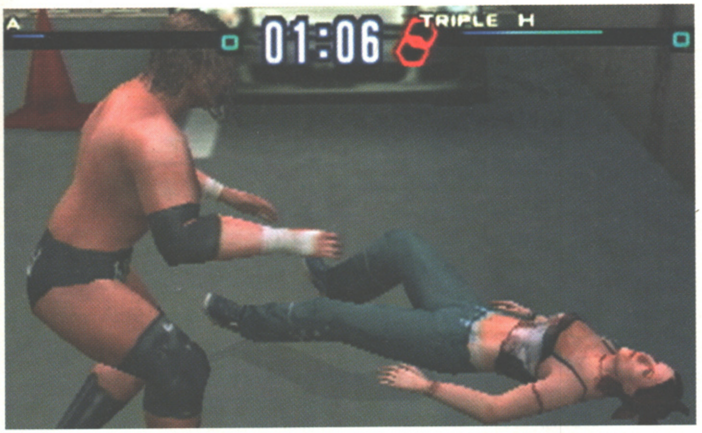
## CVG RECKONS

*We're gutted there's no career mode, but this looks utterly amazing. And what we've seen's only 30% ready. The best gets better.*

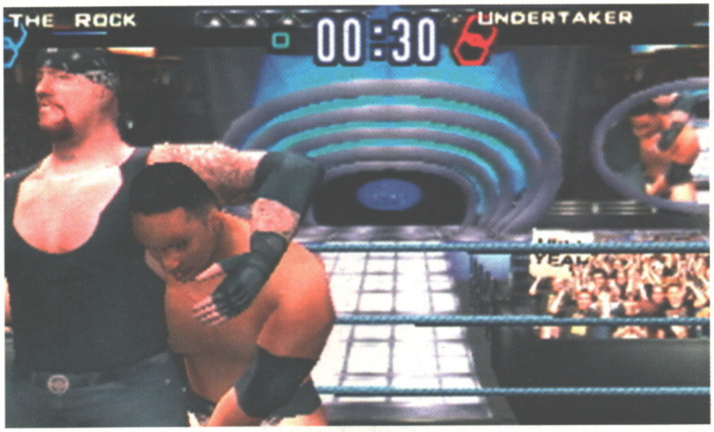
END



The Undertaker hits the Last Ride on The Rock while Kane deals with Jericho – four big faces battling in the ring, how's that for unusual?



As usual, more damage can be done outside the ring on the concrete floor



Notice the Undertaker is missing his throat tattoo here – let's hope they fix that before release

# JUST BRING IT

SMACKDOWN! ME BABY ONE MORE TIME

## WWF SMACKDOWN! 3: JUST BRING IT

OUT**TBC** FORMAT**PS2**

**After two of the biggest PSone games of all time, it would take a serious chairshot to the head to make publisher THQ not wanna try it again on PS2. For *SmackDown! 3: Just Bring It,* developer Yukes has once again been bought in for coding duties, and if you thought what it achieved on the PSone was impressive – think again. Check your candy ass into the SmackDown! hotel and listen up.**

### KNOW YOUR ROLE

Remember how cool it looked to have up to four wrestlers slugging it out in the ring when you first played *SmackDown! 2*? Well how about up to nine characters fighting inside the ring and out at the same time?

Well you won't have to imagine it for much longer because Yukes has done it already in the early stages of the third game's development. All that with no loss of frame-rate or lack of detail in the surroundings. As before, all sorts of different arenas will be available, with loads of different locations to take the action to.

### MATCH THIS

There are currently 60 different possible kinds of matches in *SmackDown! 3*, including everything from the last two games plus some new surprises that Yukes is keeping schtum about for now. Needless to say, if you have seen it on a PPV then it could well go in, so the recent Chain matches could be making their gaming debut. One thing is for sure – with up to nine characters in the ring, there won't be a dull moment in your *SD3* career.

### CAREER MODE

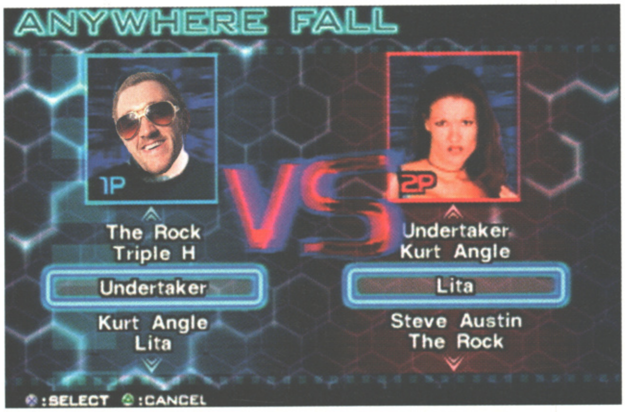
It's not just the looks that have been worked on here. The Career mode has been enhanced to allow for more interaction with the plots and storylines. After all, the WWF is pure soap opera and where's the fun of soap opera if you're not in on the plot?

Feuds and alliances will be possible as well as interfering in your nemesis' matches, if you feel so inclined. One thing is for sure, THQ has got itself a double whammy of next generation wrestling hits on their hands, and with a GameCube version in the works as well, it seems there's going to be no let-up in the popularity of the WWF games either.

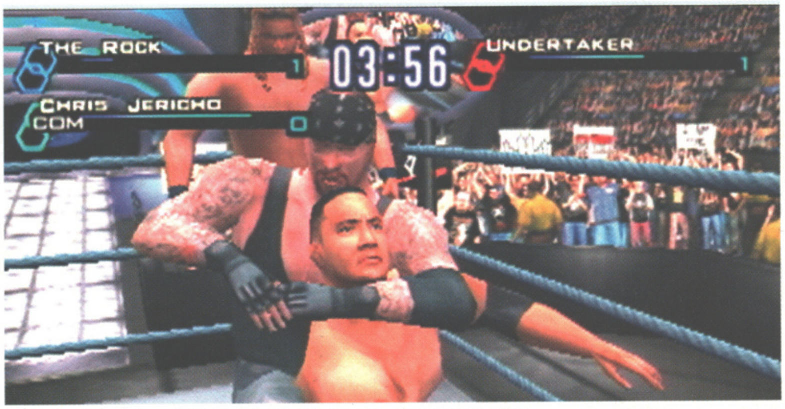
### CVG RECKONS

*Decisions, decisions – do you get an Xbox or a PS2? Looks like you'll have to get both to get the best WWF gaming's got to offer.* SmackDown!'s *career options and* Raw is War's *simulation approach – what a tag team!*

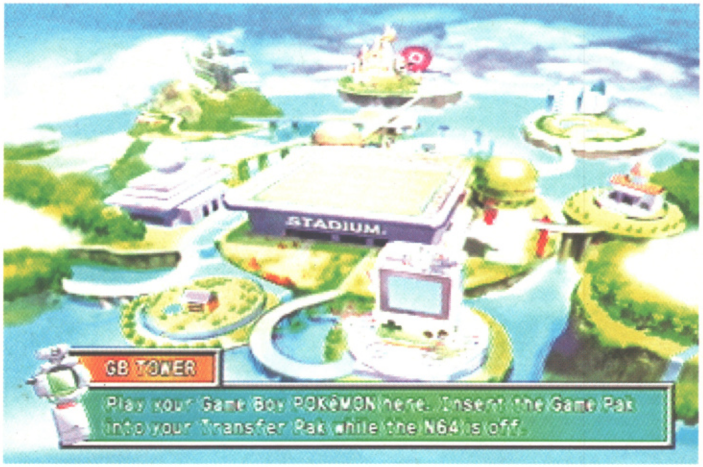
END



Oh yeah, now that's what we call a fair fight. Go on, you know you want to

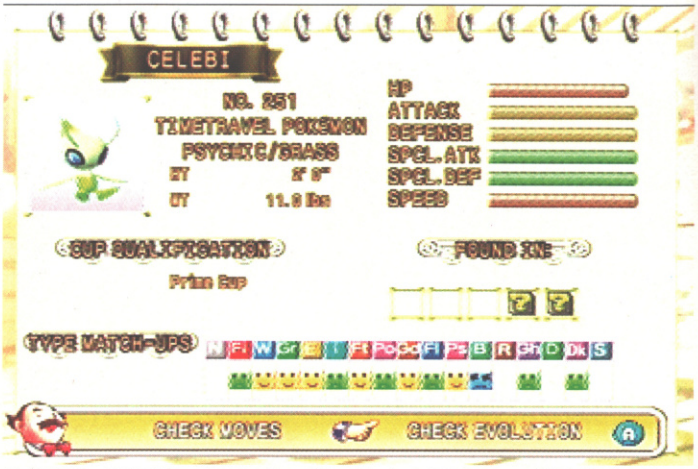


The Undertaker chokes out The Rock but Jericho is coming in to make the save



Play your Game Boy POKéMON here. Insert the Game Pak into your Transfer Pak while the N64 is off.

This is White City (no, it's not that bit of north London). You rule here, yes you do. Go kick furry butt!



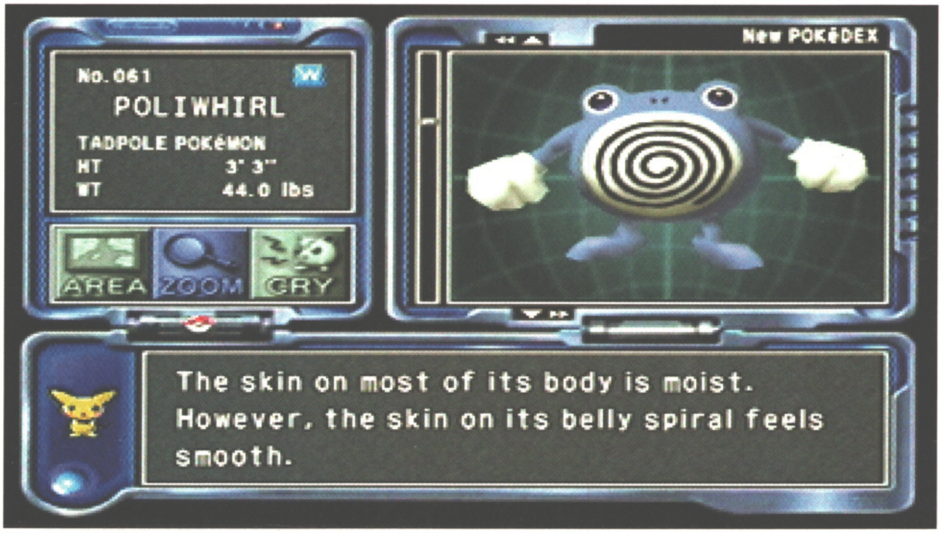
NO. 251
TIMETRAVEL POKEMON
PSYCHIC/GRASS
HT 2' 0"
WT 11.0 lbs

Prime Cup

It's Celebi! The 251st Pokémon is rarer than a Ditto with a brain, but you can see him in *Stadium 2*

# POKE-TASTIC TACTICS

BATTLE YOUR HAND-REARED *GOLD* AND *SILVER* POPPETS



No. 061
POLIWHIRL
TADPOLE POKéMON
HT 3' 3"
WT 44.0 lbs

The skin on most of its body is moist. However, the skin on its belly spiral feels smooth.

The all-new and improved Pokédex. Just look at those gorgeous 3D graphics. Dribble

WORDS & SCREENSHOTS**MAURA SUTTON**

### *POKEMON STADIUM 2*

*OUT***OCTOBER 2001** *FORMAT***N64**

**The first edition of *Pokémon Stadium* was a typical stroke of Nintendo genius. Take the characters from the biggest Game Boy title on the planet and place them in a spectacular 3D battle arena.**

**Throw in some cute mini-games and the opportunity to play the original Game Boy carts on the big screen and you have an N64 game that Pokémaniacs would give their first-born Cleffa to get their hands on. Brilliant idea. Then along game *Gold* and *Silver*, the latest and greatest installment in the *Pokémon* saga, and they were sadly incompatible with *Pokémon Stadium*. Oh the horror, the horror. The solution? *Pokémon Stadium 2*, of course. Crafty, eh?**

## GOLDEN GOOSE

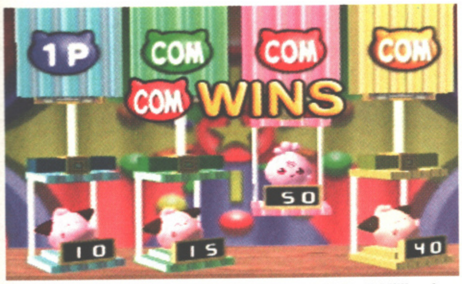
All those losers whinging about how much they hate *Pokémon* and how they long to strangle the life out of Pikachu need to realise one fact: *Pokémon* is a great gaming concept. It works because of its cool characters and worryingly compulsive gameplay.

The first edition of *Stadium* proved that this peculiar *Pokémon* magic could transfer seamlessly across to the big bad world of the N64 even without the RPG elements of the GB games. Seeing all those hard-sought critters scrapping in glorious 3D made *Stadium* super-addictive to play, incredibly well presented and above all a huge hunk o' fun. *Stadium 2* faithfully adheres to the formula, building on the success of the original to provide a superior sequel.

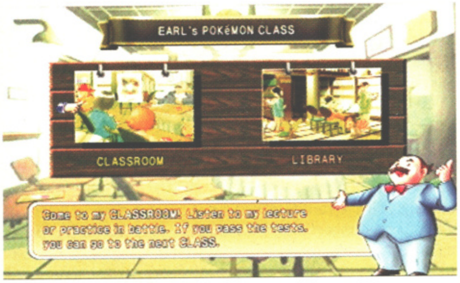
## TASTY TREATS

Fans familiar with *Stadium 1* will notice the improvements the minute they access the swishly made-over Main Menu screen. The Event Battle and Battle Now options are exactly the same as before, but instead of Pokémon Trainers' Plaza, you get the rather grand sounding White City.

There's also a brand new Mystery Gift feature where you trade presents with the girl from the Goldenrod Department Store on a daily basis. Sweet. Dare to venture inside the strange new world of White City and you find the familiar – and the not so familiar.

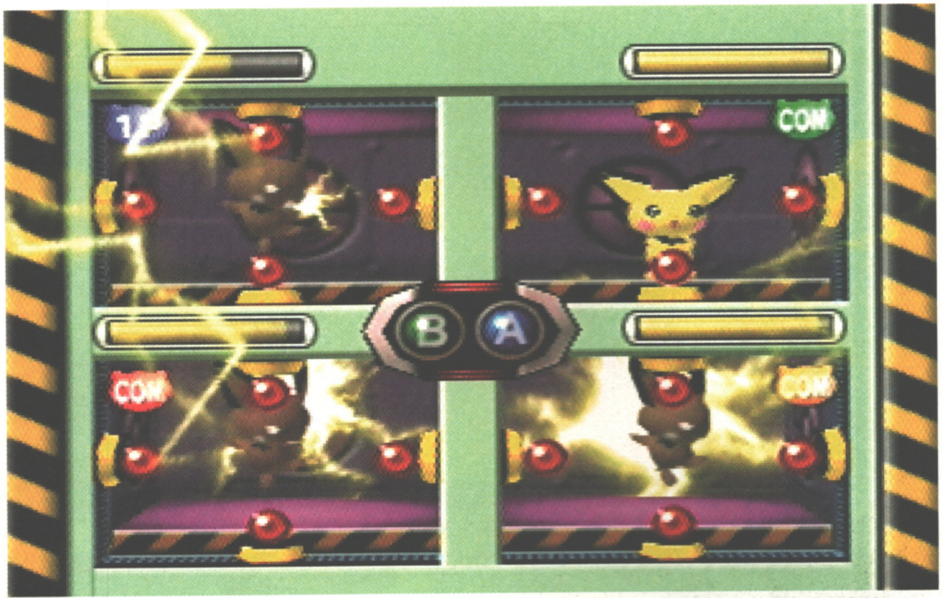

1P
COM
COM
COM
COM WINS
50
10
15
40

A quiz show with fat blobs. Must be Who Wants To Be A Millionaire

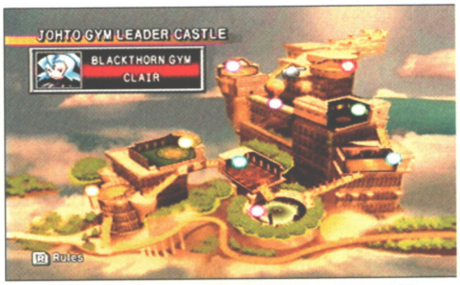

EARL's POKéMON CLASS
CLASSROOM
LIBRARY

Come to my CLASSROOM! Listen to my lecture or practice in battle. If you pass the tests, you can go to the next CLASS.

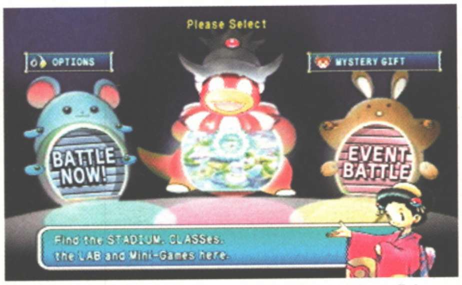
Earl's Academy boasts the coolest library you'll ever visit


1P
COM
COM
COM
B
A

Electrocuted Pichu. Most of the mini-games are a bit pap, but this one is disturbingly amusing – worth playing, even if you hate *Pokémon*

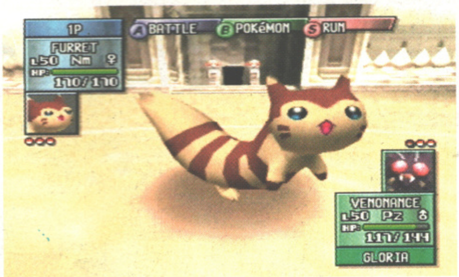

JOHTO GYM LEADER CASTLE
BLACKTHORN GYM
CLAIR
R Rules

The Johto Gym Castle features Gym Leaders from *Gold* and *Silver*

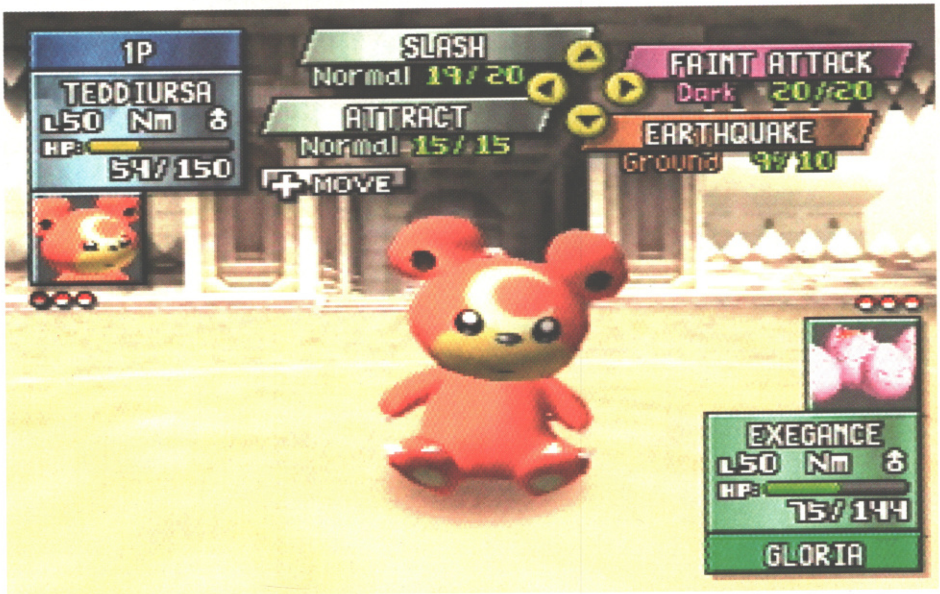

Please Select
OPTIONS
MYSTERY GIFT
BATTLE NOW!
EVENT BATTLE

Find the STADIUM, CLASSes, the LAB and Mini-Games here.

The Menu screens are so dreamy you could stare at them all day


1P
FURRET
L50 Nm ♀
HP: 110/110
A BATTLE
B POKéMON
S RUN
VENOMANCE
L50 PZ ♂
HP: 111/144
GLORIA

When Furrett smiles at the camera, you just want to melt


1P
TEDDIURSA
L50 Nm ♂
HP: 54/150
SLASH
Normal 19/20
ATTRACT
Normal 15/15
FAINT ATTACK
Dark 20/20
EARTHQUAKE
Ground 9/10
MOVE
EXEGANCE
L50 Nm ♂
HP: 75/144
GLORIA

Teddiursa layeth the smacketh down on your unsuspecting ass. He may be cute as a singing kitten but he's as deadly as a dose of nuclear pox

### CUP THRILLERS

The Stadium itself, standing proud and erect in the centre of White City, is the blood and guts of both *Pokémon Stadium 1* and *2*. This is where you send your brave Pokémon out to do battle with evil computerised opponents, like some cute and fluffy version of Gladiator with Russell Crow as a huge pink blob that carries an exploding egg in a pouch and calls himself Chansey. Or maybe not.

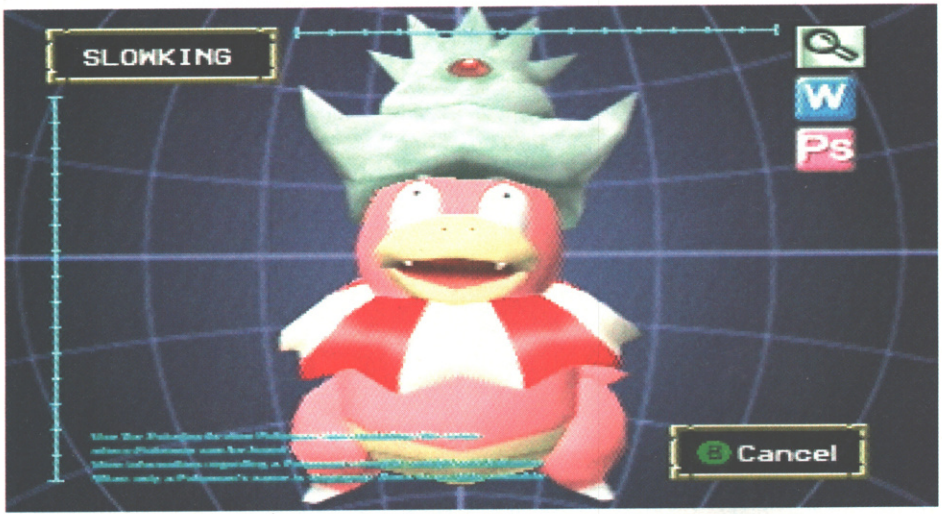
Just as before, there are four Cups in which to compete. The names have changed slightly but the rules and principles are basically the same. You take on various sets of Pokémon with different level restrictions, using either a team selected from your own hand-reared Pokémon or the N64 default Rental list.

Elsewhere in White City you'll find other opportunities for your Pokémon to show off their battle moves. The Free For All arena is the setting for multiplayer skirmishes with up to four players, while the Gym Leader Castle is a chance to battle the Johto Gym Leaders from *Gold* and *Silver* all over again.

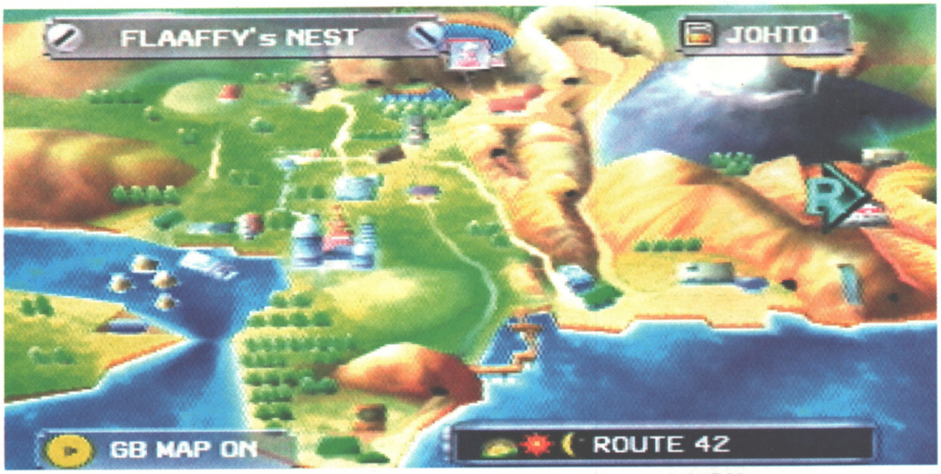
### PARTY ON, DUDE

There's a good reason the mini-games on *Stadium 1* were found in Kids Corner. They were clearly aimed at the younger audience and while those adorable singing Clefairies were certainly cute, their antics were far from taxing in the gameplay department.

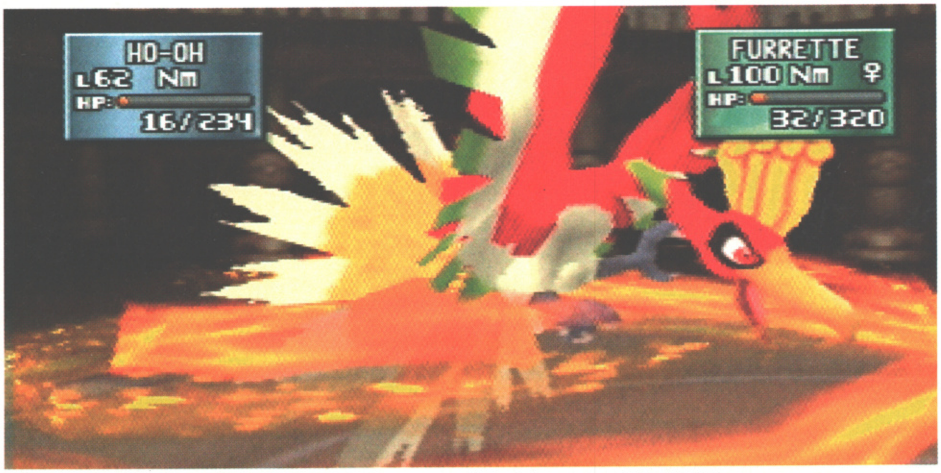
This time around there are no singing Clefairies (boo, hiss), but there are twelve all new mini-games, most of which are once again mind-numbingly easy. It may be a blast to see tiny Pichus getting electrocuted when they lose in Pichu's Power Plant, and who can resist the charms of a team of loveable Igglybuffs and Cleffas in Streaming Stampede, but the gameplay is pure pre-school banality.



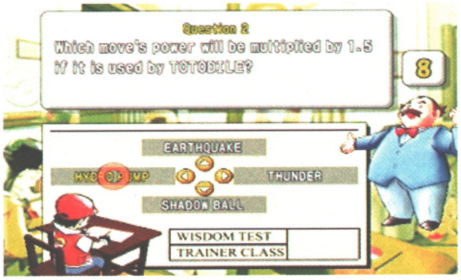
Zoom in to see what sort of crayzeee antics your Pokémon are getting up to in the Pokédex. This fat fop looks happy



Even the maps are mini works of art. Besides which, they are a great way to find some of the more elusive Pokémon



Take a good hard look. This is why *Pokémon* rules. The characters are skill and the moves are kickin'. Alright!



Question 2
Which move's power will be multiplied by 1.5 if it is used by TOTODILE?

Earl's Pokémon quiz lets you progress to the next level of training

## SKOOL IS COOL

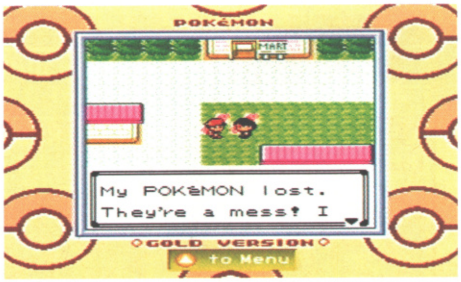
The finest addition to *Pokémon Stadium* has to be Earl's Academy. Divided up into Classroom and Library Options, you will find more Pokémon information here than you ever though existed in the whole universe. The Classroom provides a three-tier learning system that any headmaster would be proud of.

First you read one of Earl's lectures about battle strategies, then you take his written test on all things Pokémon, and finally you get a chance to practise your new battle skills against some fellow students. It's a brilliant idea considering how the average *Pokémon* fan devours facts and tactical hints faster than Piloswine snaffles up truffles. Once you've stuffed your head full of knowledge, you can turn to the Library to check out the information on topics such as Egg Groups and Type Match-Ups. A groovy way to become a Pokégenius, if you ask us.

## BOFFIN CENTRAL

Professor Oak's Research Laboratory was a hit in the last game and it makes a welcome return this time around, complete with revamped Pokédex and PC box management options. The Pokédex is an amazing resource that tells you everything you could ever hope to know about your GB trained Pokémon collection.

Each individual description is completely different from those in *Gold* and *Silver* and the animated photographs are a sheer delight. The PC is equally rich in information and detail. All those who grumble about *Pokémon* being a rip-off should just take a look at the amount of care and work that's gone into the creation of the Pokédex alone. Sheer class.



My POKéMON lost.
They're a mess! I

As with *Stadium 1*, you can use Game Boy Tower to play any of the *Pokémon* GB Games on your TV. It never looked so good

## CVG RECKONS

*We hope its not as costly as* Stadium 1 *and they certainly should throw in a Transfer Pak, but we're impressed all the same.*

END

CRI
CSK Research Institute
SEGA
MIRROR, SIGNAL...
EVASIVE MANOEUVRE.
THE HIGHWAY IS A DANGEROUS PLACE TO BE, ESPECIALLY WITH 18 WHEELS, 20 TONS OF CARGO AND 60FT OF TRUCK IN YOUR WING MIRROR
EIGHTEEN 18 WHEELER WHEELER™
★★★ AMERICAN PRO TRUCKER ★★★
Dreamcast

SEGA, DREAMCAST AND 18 WHEELER AR REGISTERED TRADEMARKS OR TRADEMARKS OF SEGA CORPORATION. © SEGA CORORATION, 2001

# COPS 'N' ROBBERS

REALITY TV BITES HOME ON PLAYSTATION

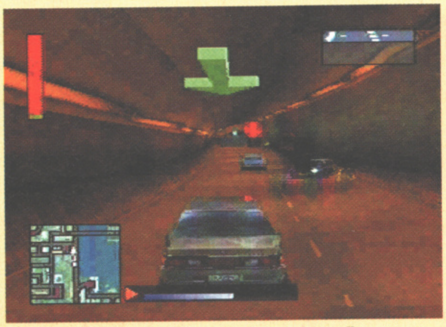
WORDS&SCREENSHOTS**LES ELLIS**

## WORLD'S SCARIEST POLICE CHASES

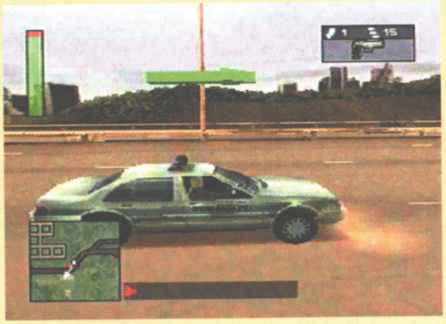
OUT**TBC** FORMAT**PSONE**

**Surely one of American TV's finest moments. Take all the footage shot by on-board police car video cameras when they chase crazy villains and air it every week. Exploitative voyeurism, pure and simple. But ain't it great?!**

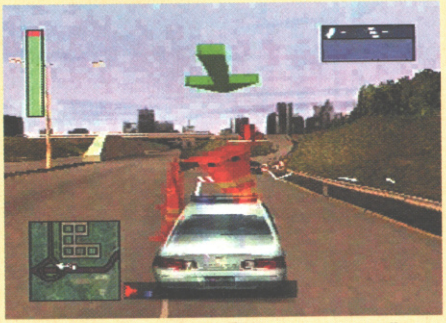
**The success of the TV show heralded the era of home video style TV, which we are lucky enough to be slap bang in the middle of. In fact, with any luck it won't be long before the World's Greatest Explosions, Most Daring Escapes and Grossest A&E Casualty Patients hit a PlayStation near you.**



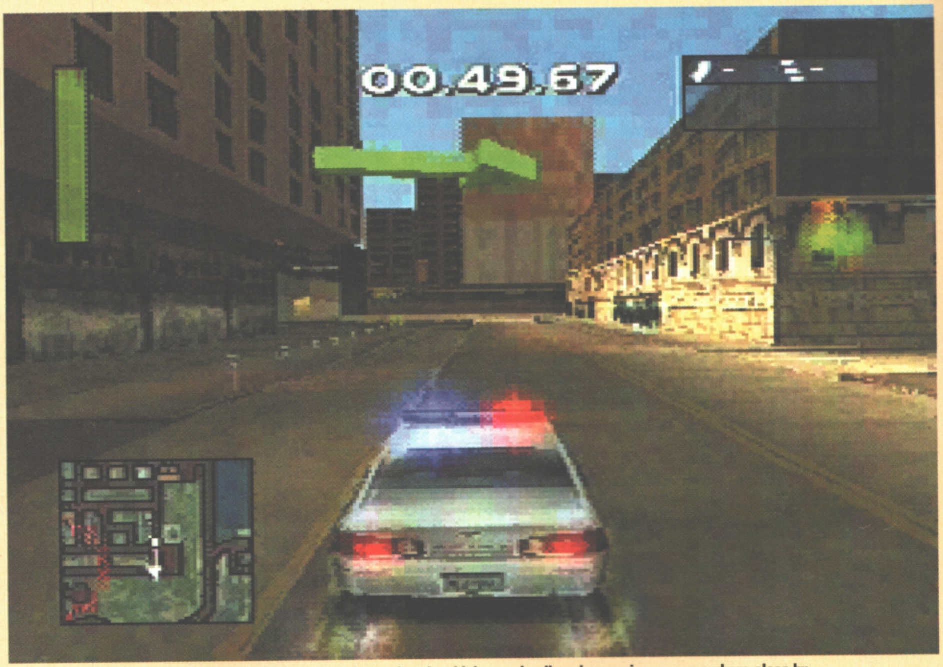
Villains won't think twice about trashing civvies to distract you



A useless view, unless you wanna see your bloke with the gun



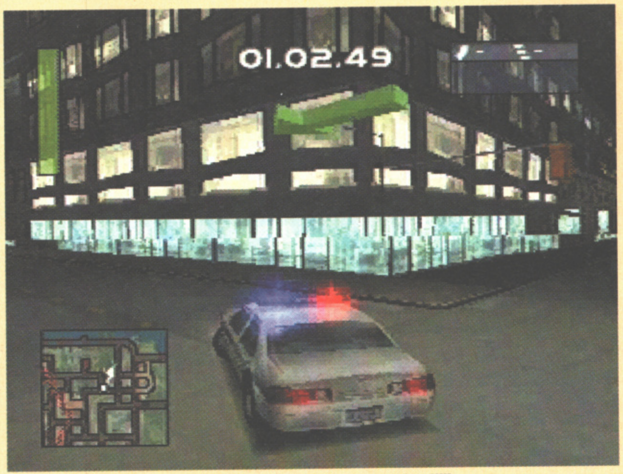
A sudden swerve through some roadworks to shake you off



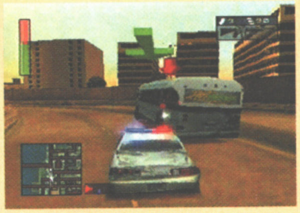
Next time you see a big green arrow in the sky, you know there's a high speed police chase going on somewhere close by

### THE BILL WITH THRILLS

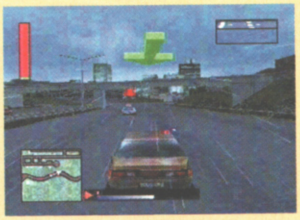
You know, if this was what being a policeman was really all about, it would rank up there with pop star and footballer as a career of choice. High speed car chases through city streets, taking down perps and engaging in gun fights on wheels – certainly sounds more fun than walking the streets getting lip off a bunch of seven year-olds on an inner city council estate. All the chases in the game are based on events that have happened in real life, including the game's highlight sequence, the amazing tank chase. Yup, someone actually stole a tank and went on the rampage – it was up to the poor old cops to stop him. When did you last see that happen on The Bill, then?



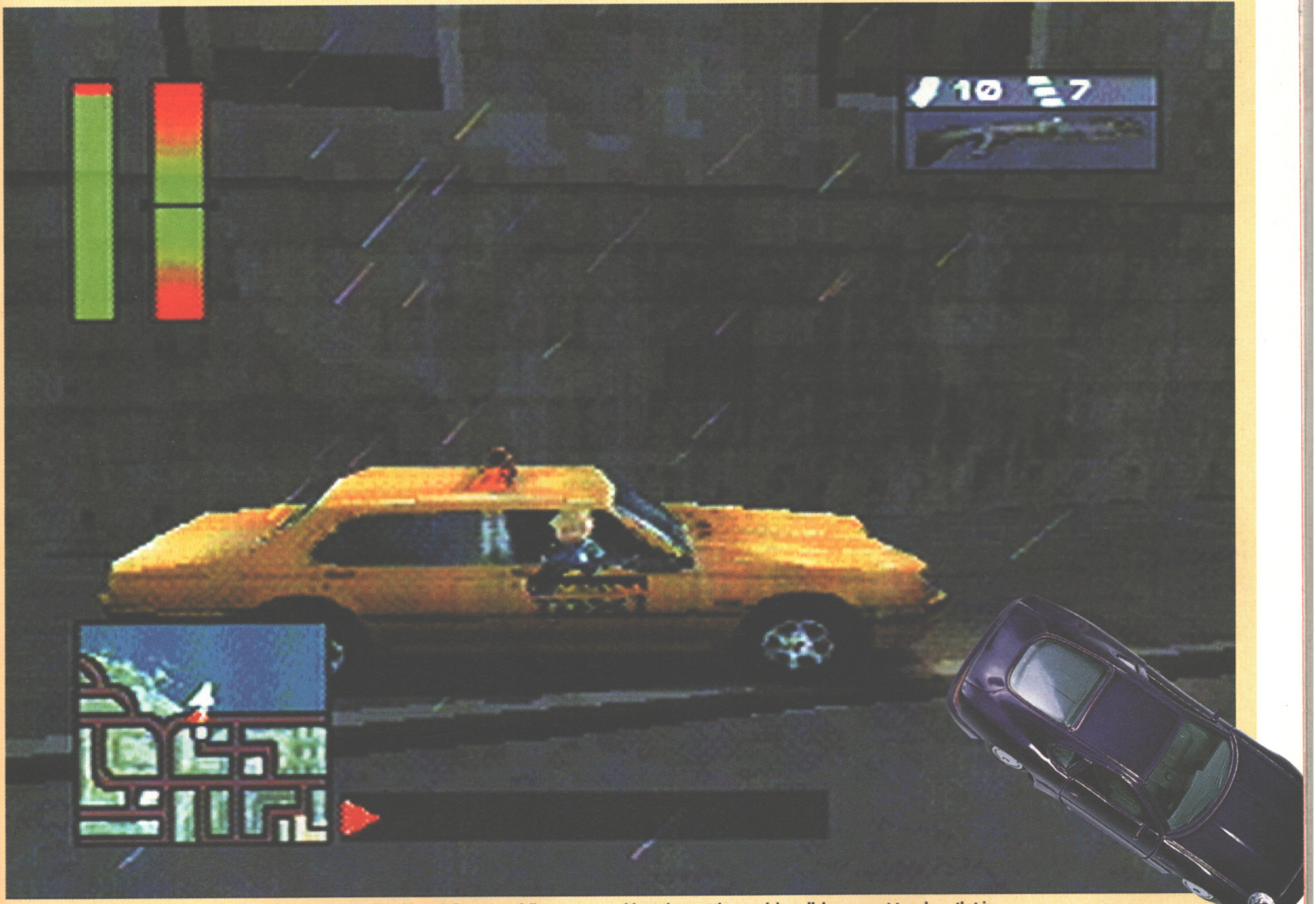
The Bill totally lied to us – nothing like this ever happens at Sun Hill



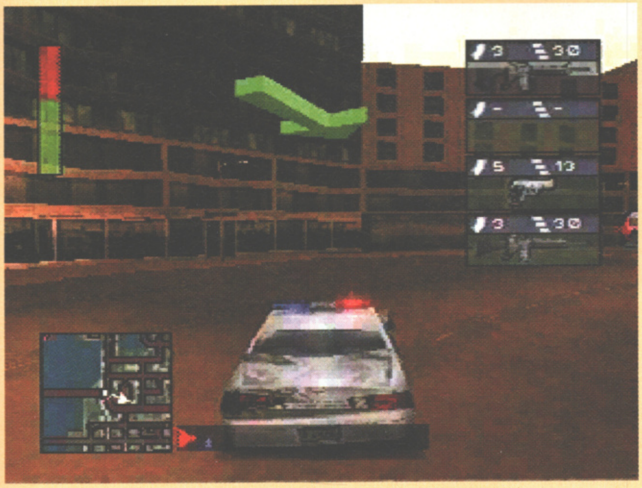
How the hell do you stop a bus?



There they are – bring 'em in!



In a plain clother's mission, you get to drive different vehicles, like this taxi. So you can follow someone without them getting suspicious. Unless you get too close, that is...



Select your weapon – machine-guns are fun but cause lots of damage to other cars

## DRIVER WITH GUNS

*WSPC* is a bit like being on the other side of a game of *Driver*. Instead of being a crook trying to smash your way through city streets avoiding the police, you're police smashing your way through city streets trying to nail the crook.

Minor things like not being able to gun down too many civilian vehicles while in pursuit of your quarry get in the way, but when you finally get to unleash your firepower, it more than makes up for having to play by the rules. After all, the way we play, the only difference between us and the bad guys is that we have big blue flashing lights on top of the car.

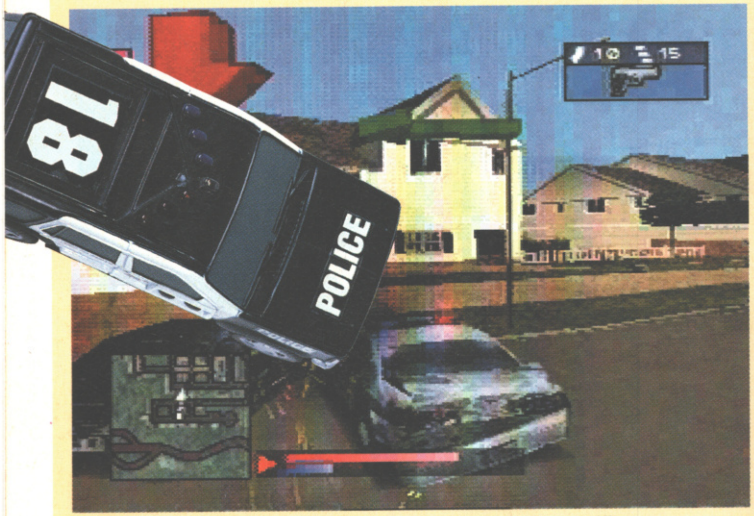
## TANKS A LOT

It's amazing what this game can do to you. Before it arrived, we all saw ourselves as renegade computer gaming desperados living on the wrong side of the law, like videogaming versions of Han Solo (or something). But having seen what it's like to be a policeman in America, we've all sworn the oath of allegiance, started eating doughnuts and saying things like "Just doing my job, ma'am" in an effort to get accepted by the New York Police Academy.

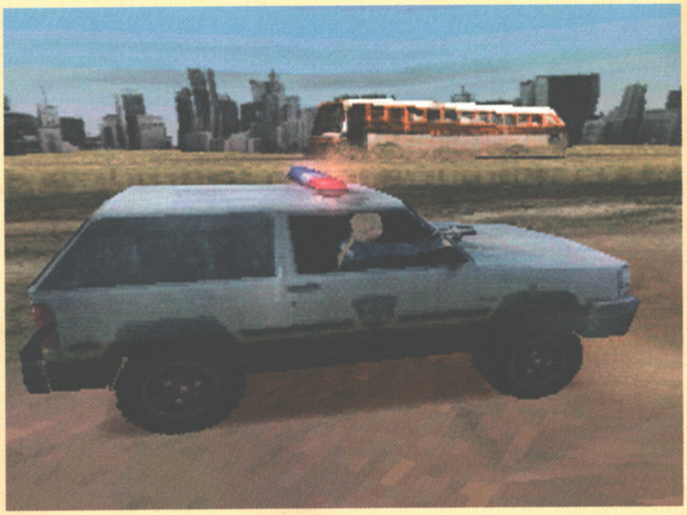
You see, these American lawmen get to take down drug dealers, escort armoured cars, chase villains and even stop angry tank drivers from smashing the city to pieces – what a job.

If you're rubbish you can always...

...claim it's a Police Academy licence



Fenders ripped off, cars smashed up – all to stop someone who dropped a bit of litter



Catch the TV show on Sky and you'll see some of the most ridiulous car chases ever

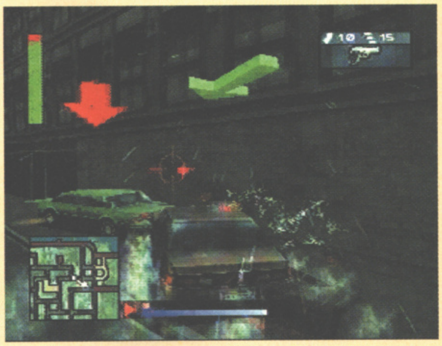
And as well as a car, which you can use as a weapon, you get guns as well. Bonus. As fun as ramming a felon into a tree or battering his car until it just won't move anymore may be, surely pumping rounds of hot lead into him is better. But seeing as this is America, it's not just a pistol you get to use, no sir. America's finest get rifles, shotguns, machine-guns – hell, you even get a rocket launcher for the Tank Rush mission.

### GOOD COP, BAD COP

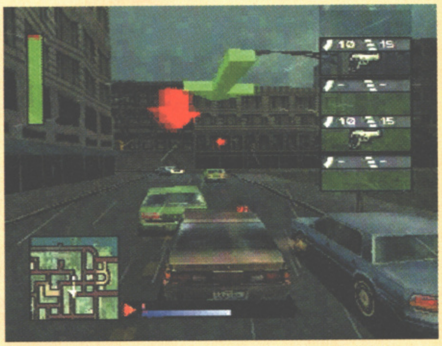
As nice as it would have been to have a two-player mode where someone played the police and someone played the crooks, the split-screen slow down and pop-up could have been nasty (just look at *Driver 2*). So instead, two-player mode will see one of you driving and the other leaning out of the window blazing away like a maniac. While co-operation in a multiplayer mode may be a new concept to some, it's surprisingly good fun for a while.

### I AM THE LAW

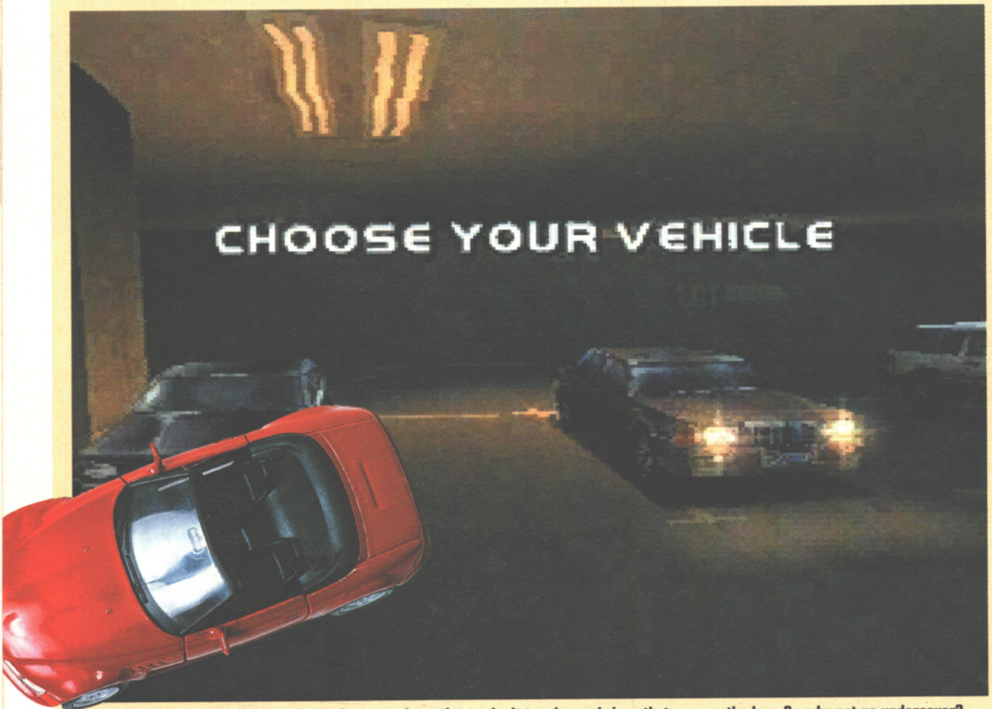
So it seems that being an American cop is about much more than beating up innocent civilians in front of CCTV cameras and eating doughnuts. In reality it's just like playing through all your favourite car chase sequences from the movies. Reality bites, but Reality TV bites harder here. It could well be everything that you wanted from *Driver* but were never given.



Though you're undercover, we think they've guessed you're a cop



Smashing up too many civvie cars results in mission failure



We all like sirens and flashing lights, but sometimes they make it too damn obvious that you are the law. So why not go undercover?

### CVG RECKONS

*This could end up being the surprise hit of the year – it's great fun and adrenaline-filled from start to finish.*

END

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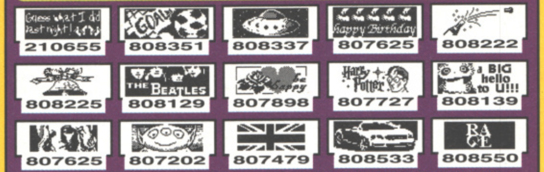
Guess what I did last night!
210655
GOAL
808351
808337
happy Birthday
807625
808222
808225
THE BEATLES
808129
be happy
807898
Harry Potter
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a BIG hello to U!!!
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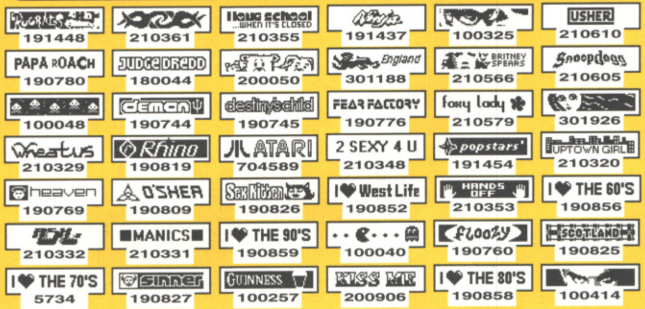
RUGRATS
191448
210361
I love school ...WHEN IT'S CLOSED
210355
191437
100325
USHER
210610
PAPA ROACH
190780
JUDGE DREDD
180044
200050
England
301188
BRITNEY SPEARS
210566
Snoopdogg
210605
100048
demon
190744
destiny's child
190745
FEAR FACTORY
190776
foxy lady
210579
301926
Wheatus
210329
Rhino
190819
ATARI
704589
2 SEXY 4 U
210348
popstars
191454
UPTOWN GIRL
210320
heaven
190769
O'SHEA
190809
Sex Kitten
190826
I ♥ West Life
190852
HANDS OFF
210353
I ♥ THE 60'S
190856
210332
MANICS
210331
I ♥ THE 90'S
190859
100040
floozy
190760
SCOTLAND
190825
I ♥ THE 70'S
5734
sinner
190827
GUINNESS
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190858
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## LOGO OF THE WEEK

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| GORILLAZ | CLINT EASTWOOD | 430589 |
| J LO | PLAY | 430596 |
| HEAR'SAY | THE WAY TO YOUR... | 430591 |
| RONAN KEATING | LOVIN' EACH DAY | 430635 |
| MISSY ELLIOTT | GET U FREAK ON | 430606 |
| SUGARBABES | RUN FOR COVER | 430648 |
| JANET JACKSON | ALL FOR YOU | 430593 |
| GABRIELLE | OUT OF REACH | 430588 |
| EMMA B | WHAT TOOK YOU... | 430583 |

### CHART HITS ▸▸

| | | |
|---|---|---|
| EVA CASSIDY | OVER THE RAINBOW | 430586 |
| ERIC CLAPTON | AIN'T GONNA STAND... | 430584 |
| STEREOPHONICS | MR. WRITER | 430645 |
| DEPECHE MODE | DREAM ON | 430548 |
| O TOWN | LIQUID DREAMS | 430612 |
| ATOMIC KITTEN | WHOLE AGAIN | 480182 |
| MYA | FREE | 430608 |
| CRAIG DAVID | RENDEZVOUS | 430573 |
| BRITNEY SPEARS | DON'T LET ME BE... | 430569 |
| RONI SIZE | 13 DIRTY BEATS | 430636 |
| HEAR'SAY | PURE & SIMPLE | 480274 |

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| THEME | MATCH OF THE DAY | 480050 |
| THEME | FORMULA 1 | 480047 |
| THEME | RUGRATS | 480052 |
| THEME | DAWSON'S CREEK | 480147 |
| THEME | RAWHIDE | 480154 |

### BLAST FROM THE PAST ▸▸

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|---|---|---|
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| THE KINKS | WATERLOO SUNSET | 430601 |
| SIMON/GARFUNKLE | BRIDGE OVER... | 430614 |
| ROLLING STONES | START ME UP | 430634 |
| STEVIE WONDER | SUPERSTITION | 430646 |
| PRINCE | WHEN YOU WERE... | 430627 |
| TRAVIS | WHY DOES IT ALWA... | 430652 |
| BLUR | COUNTRY HOUSE | 430558 |
| BOBBY MCFERRIN | DON'T WORRY, BE... | 430564 |
| BON JOVI | KEEP THE FAITH | 430565 |
| JIMI HENDRIX | HEY JOE | 430597 |
| QUEEN | WE WILL ROCK YOU | 480201 |
| RAINBOW | SINCE YOU'VE BEEN... | 480196 |
| OTIS REDDING | DOCK OF THE BAY | 480197 |

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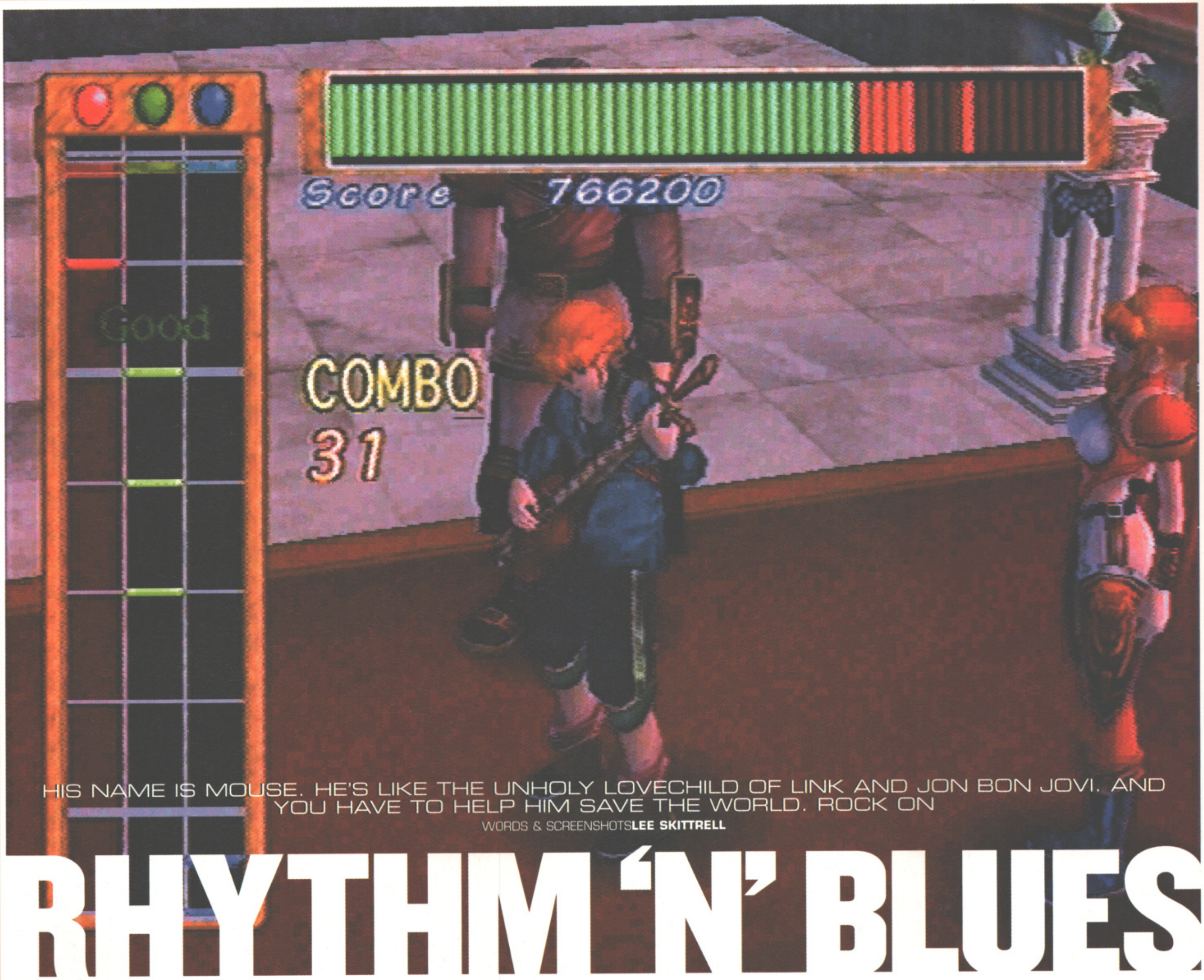


HIS NAME IS MOUSE. HE'S LIKE THE UNHOLY LOVECHILD OF LINK AND JON BON JOVI. AND YOU HAVE TO HELP HIM SAVE THE WORLD. ROCK ON

WORDS & SCREENSHOTS **LEE SKITTRELL**

# RHYTHM 'N' BLUES

## EPHEMERAL FANTASIA

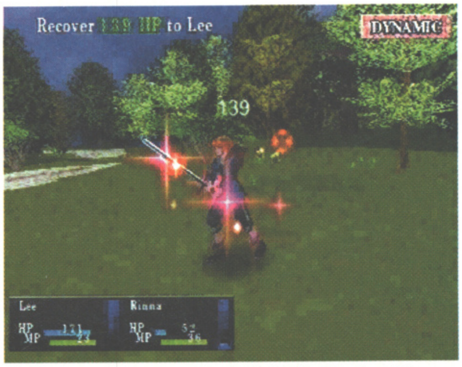
OUT **JULY/AUGUST** FORMAT **PS2**

**Double lives are hard to live. Just imagine it: by day you're a respected musician, known the world over for your charm and ability to pluck a soulful melody from your guitar. Come nightfall however, and you show your true colours, burglarising and pillaging the townsfolk and sneaking into ladies bedrooms and rifling through their drawers. Sweet.**

### PANDULE PANDEMONIUM

The hero is called Mouse, and he arrives on Pandule Island intendenting to strum by day, and rob the islanders by night. Before long though, rodent-boy is offered the chance to play a new song for a Royal wedding for seriously fat cash.

So it's out with the crime and in with the composing, but this being an RPG there's a mystery to solve first. Something is wrong on Pandule, and it's not just the super-jaggy visuals. Monsters have started appearing in town, and most of the residents seem strangely vacant. Something is a bit crook with Sir Xelpherpolis and his royal bride-to-be too, and it's up to Mouse and his talking guitar Pattima to suss what's going on. Talking guitar? Oh yes.

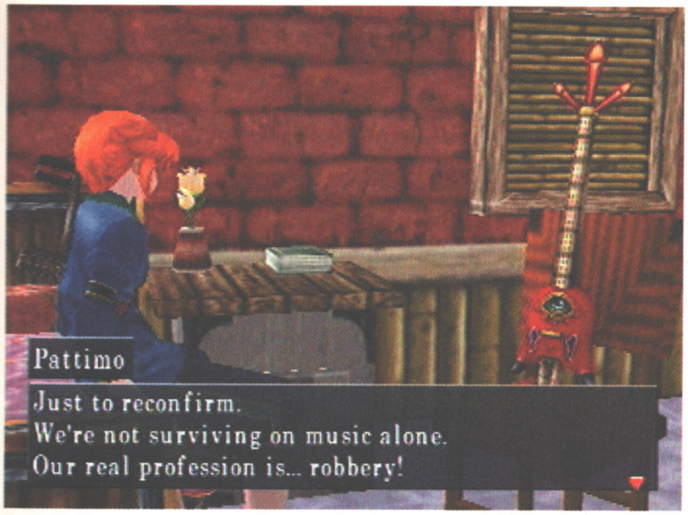


The battle graphics are pretty grim but the fighting is solid

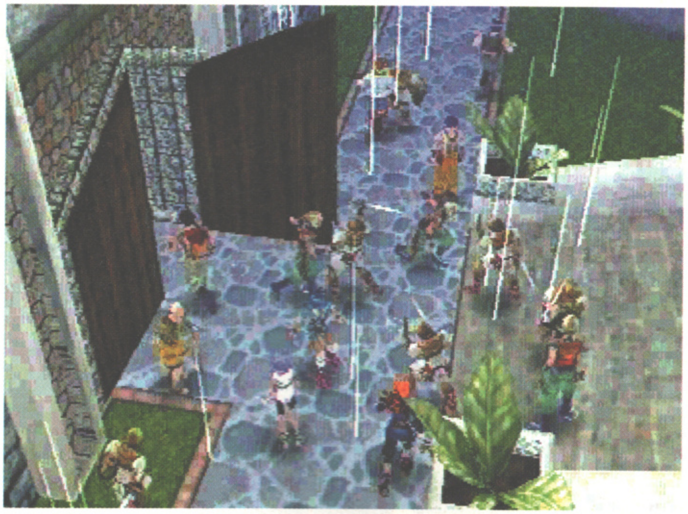
### TIMELY TWANGIN'

As far as RPG stories go, *Fantasia* is pretty sweet and the fact it's all a little off-beat makes a welcome change from the standard elf and orc-based hack and slash of more traditional tales. Pandule is a well-constructed and fairly believable world and each of the islanders has something useful and relatively interesting to say as you meet them.

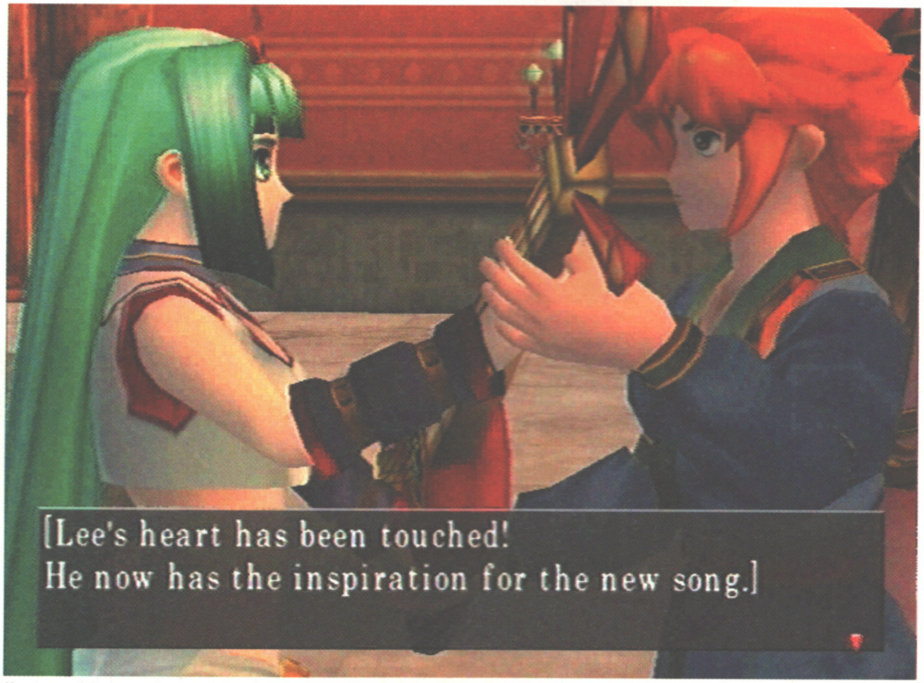
One of the game's most interesting features (aside from the fretboard-burning guitar-thrashing) is that the action plays out in real-time. This means you're going to have to pay attention to the clock to make sure you don't miss any important events, which can seriously affect how the game pans out.


Pattimo
Just to reconfirm.
We're not surviving on music alone.
Our real profession is... robbery!

**Plucky Pattimo serves as a narrator throughout the story, as well as enjoying the odd strum**



**This violent battle kick-starts a chain of events that helps reveal Xelpherpolis' true colours**


[Lee's heart has been touched!
He now has the inspiration for the new song.]

**Your commision to write a song for the Royal wedding ceremony leads you across the island in search of birds, er, sorry, inspiration**

### COUNTRY FOLK

As the first few days pass and the mystery deepens, you'll spend much of your time investigating the different environments like the beach, the farmsteads and the royal castle, familiarising yourself with the often complicated game environments. Thankfully, there are map pieces hidden away, and finding them in each new area should be a priority.

There's certainly no shortage of things to keep players busy in the world of *Ephemeral Fantasia*, but the clock is ticking so getting too distracted is never wise.

### YOU'RE A FREAK

Not only is there a massive quest to complete, there are songs to compose in the super-cool, guitar-twanging rythym-action sections. It's different, and it's dead good. Whip out your Pattima (not as filthy as it sounds, folks) and start strumming.

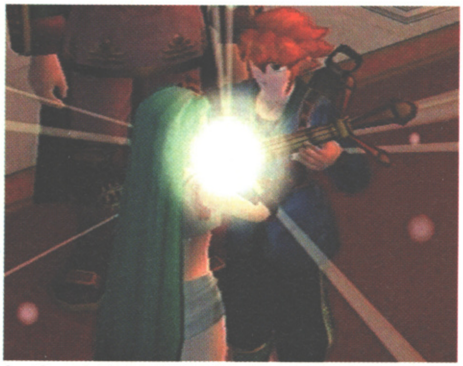
Anyone familiar with Konami's *Guitar Freaks* will feel at home as it uses the same interface, and you can even use your *Freaks* guitar-shaped controller. A joypad will do everyone else just fine.

### BITTERSWEET SYMPHONY

As cool as all this probably sounds to RPG-heads, *Fantasia* is flawed visually. The environment is fully 3D and can be swivelled and zoomed in and out of at will. Nice, but it means the backgrounds lack the pre-rendered joy of *Final Fantasy* games, and have a flat, lifeless look. The ability to rotate the environment also shows up the PS2's inability to smooth over those ridiculous jagged edges. Many of the battle screens are currently lacking in detail and the baddies we encountered during the early stages of play didn't show much imagination, nor was defeating them all that satisfying. We hope this aspect gets a thorough going over.

### BRING IT ON

It may not be a game that fully shows off PS2's graphical oomph, but despite the silly enemy characters and the bog standard battle system, we had trouble tearing ourselves away from the action. The plot is just that little bit different enough to make you want to keep going and you'll love the otherworldly, slightly barmy inhabitants of the island. We can't wait to get plucking with a final review version.



**Love burns brightly... Watch it though – she's the Princess**

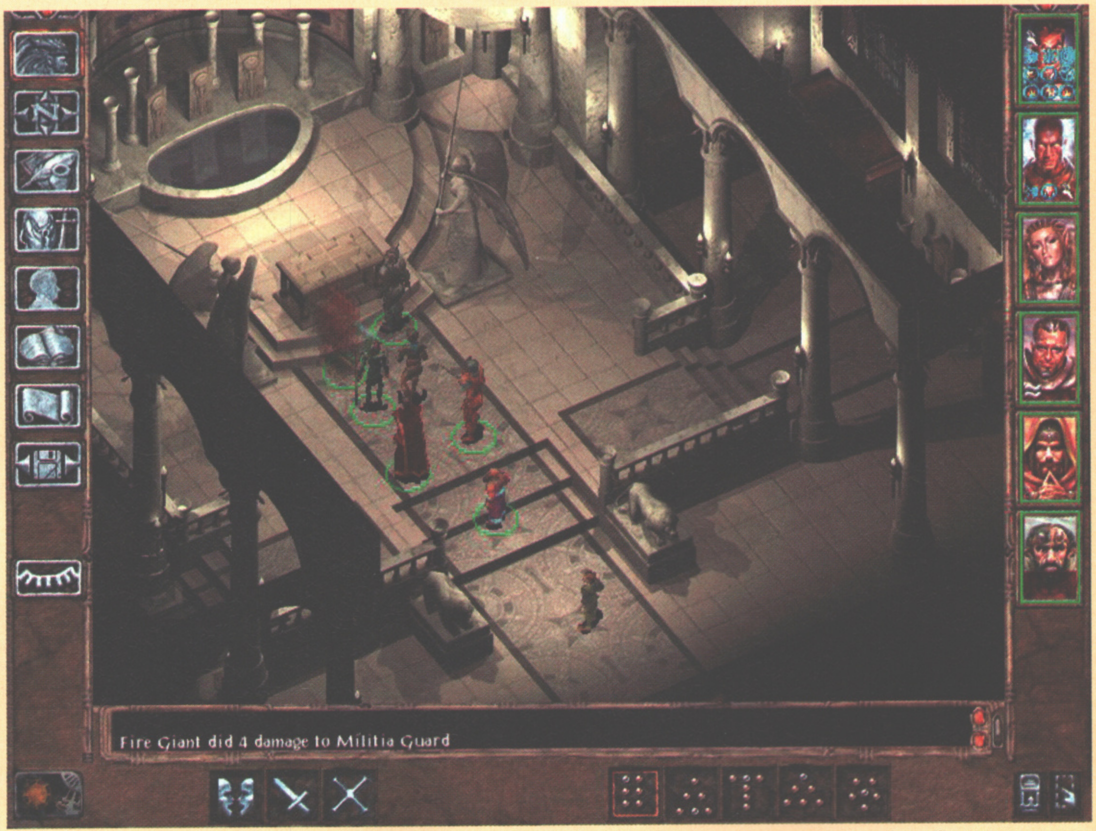
### CVG RECKONS

*Features unique guitar gameplay and a rare hypnotic quality that should help players see past the somewhat naff graphics.*

Battles get pretty chaotic so it's always good to make use of the pause button

You can import an old character or create a new one from scratch, including the new Wild Mage class

The new spells are astoundingly powerful – but that's no bad thing when you're taking on fellow godlings



Fire Giant did 4 damage to Militia Guard

The graphics are every bit as gorgeous as they were in *BG2*. This temple looks an absolute blinder, complete with ornamental altar and magnificent statues

# SECOND HELPINGS

THIS EXTRA PORTION SHOULD GRAB RPG HEADS BY THE BHAALS

WORDS & SCREENSHOTS **CAL JONES**

## BALDUR'S GATE II: THRONE OF BHAAL

OUT **JUNE** FORMAT **PC**

**This isn't just any old mission disc. They could've got away with something fairly unambitious. A new dungeon here, a few new monsters there – it still would've sold well. But not only does this offer a staggering amount of extra gameplay, it also wraps up the Bhaal saga, picking up where *BG2* left off.**

The new spell effects are mind-blowing and all the scenery is pretty mint too. Dungeoneering never looked so good

**After discovering that you were the child of the God of Murder in *Baldur's Gate* and then almost losing your immortal soul to the mage Irenicus in the sequel, you now have the chance to unleash your godly powers for Good or Evil – it's your choice.**

### GAME OF TWO HALVES

*Throne of Bhaal* comes in two sections. The first is a huge dungeon called Watcher's Keep, which in itself accounts for around 20 hours of gameplay. This area can be played before you've finished *Baldur's Gate 2*, though you'll likely find it pretty tough.

The second part continues the story from the conclusion of the main game. It starts with an encounter with another Bhaal-spawn, before whisking you off to your father's realm in Hell. Here you re-encounter your old nemesis and brother Sarevok, who now offers to help you, and you can also summon any of your former party members from the main game. Unfortunately, they don't come with all the nice equipment you may have finished the game with, though if you import your old character you will still have yours. Thank the God of Murder for that.

### CITY OF THE DAMNED

The game then takes you to Saradush, a city under siege where the surviving Bhaal children have gathered. Some are there eager to conquer and take Bhaal's mantel for themselves, while others seek merely to escape persecution.

With so much extra gameplay, you can now reach a godlike level 40 and gain some incredibly high level spells and abilities. Going toe-to-toe with other would-be gods means you need all the power you can get. It's hard to sum up *TofB* in one page but we *can* say it's big, and it's very clever.

### CVG RECKONS

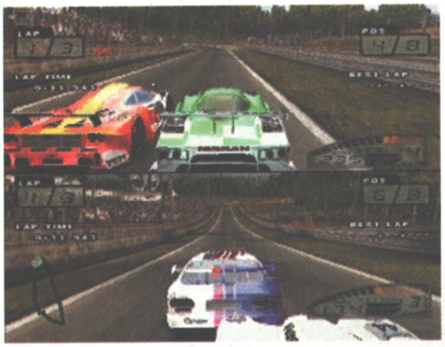
*If you loved the* Baldur's Gate *games, you won't want to miss this.*

END

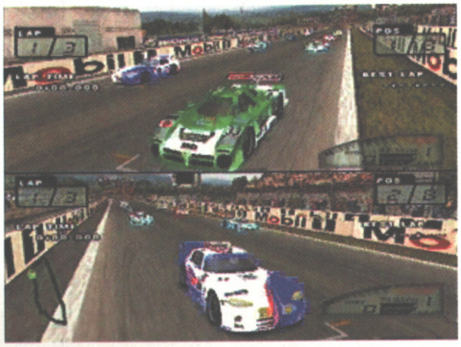
# FIRST LAP LEADER

BUT HEEERE COOOMEEES *GT3*, MURRAY

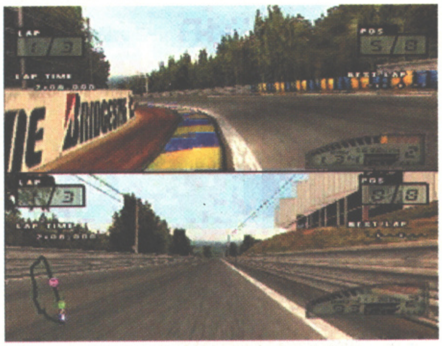
WORDS AND SCREENSHOTS
**MICHAEL COOPER**



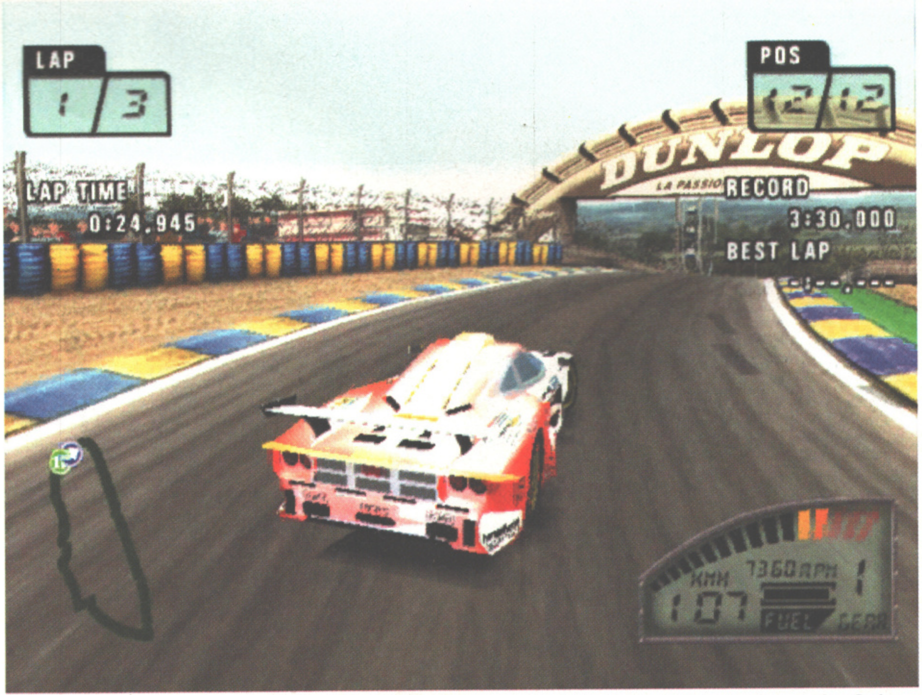
Get up close and personal in a two-player race-off



Pick your motor from an extensive list and hit the track



Feel the rush of adrenaline when racing with the in-car camera



While frame rates need some tweaking, the trackside detail is good. Look: It's a giant tyre, and it's a bridge all at the same time. Genius

## LE MANS 24 HOURS

*OUT* ***LATE JUNE*** *FORMAT* ***PS2***

**Put the phrase '24 hours' into a racing game title, and the eyelids slowly start to close. But don't let the name cloud your judgement – it's up to you to set the pace in *Le Mans 24 Hours*. You want sheer unadulterated speed with no strings attached? You got it. You want to sit in your armchair cruising through the night at 150mph, pushing your car and sanity to the limit? It's all here. See, *Le Mans* is more than your bog standard racing simulator, as it welcomes with open arms racing fans from all driving disciplines.**

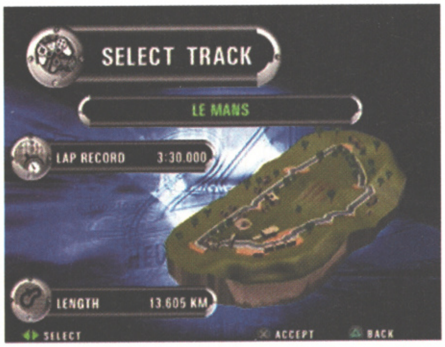
### GREEN LIGHT

One of the most important aspects of *Le Mans*' gameplay is its instant playability. Where many sims scare off racing novices and arcade freaks with the terrifying levels of skill and training required to achieve results, *Le Mans*' vast array of options allows rookies and hardcore racers to benefit equally.

### LES FEATURES

All the features from the DC version are present and correct, except for the multiplayer option, which has been reduced from four to two players. But this new version of *Le Mans 24 Hours* on the PS2 sees the introduction of a few necessary additions, including a couple of new tracks, a garage full of new motors and tweaked in-game graphics.

As with the DC version, you are free to zip through the monster race in 10 minutes, watching nightfall descend in seconds, or if you're a lunatic you can play the game in real-time for the full insanity of 24 hours. The multiplayer was prone to slowdown in the code we played, but if Infogrames manages to iron out some of these frame-rate creases, *Le Mans* should make for a well-rounded and highly accessible racer.



The famous Le Mans track remains a staple feature

### SECOND PLACE

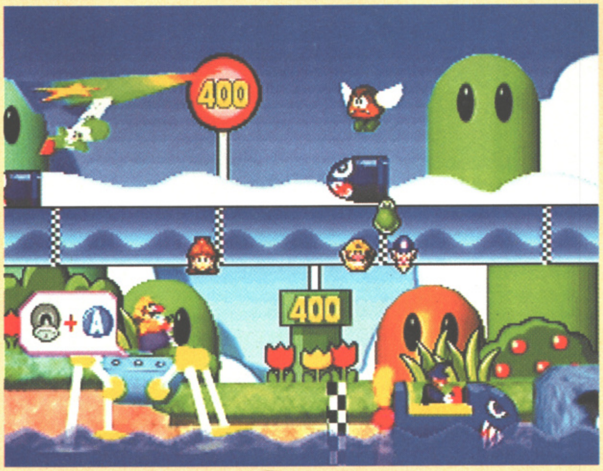
It seems cruel and unfair that some games never get a look-in due to everyone's attention getting hijacked by the hype surrounding a rival title. And in much the same way that *Metropolis Street Racer* eclipsed the DC's *Le Mans 24 Hours*, a similar fate could haunt the PS2 version, as it's arriving in the shadow of another racing giant. Namely *Gran Turismo 3*, out only a few weeks later. While the finished version of *Le Mans 24 Hours* isn't kicking down videogame boundaries, it promises to open the genre to all and sundry. But, while the earlier release puts it on the track ahead of *GT3*, it's a dead cert which racer will win the sales race.

### CVG RECKONS

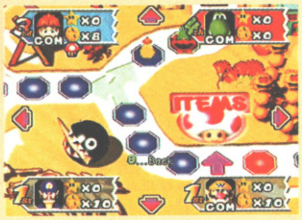
*This PS2 version should boast real improvements but GT3's got its number.*

END

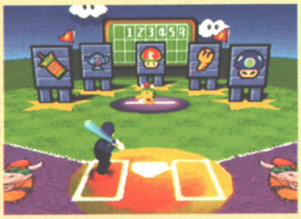
# PIN THE TAIL ON



Ridiculous Relay calls for some good old-fashioned button-bashing mayhem



Spiny Desert is a hotbed for fun and frolics



Hit one of the targets to win an item

## MARIO PARTY 3

*OUT* ***NOVEMBER*** *FORMAT* ***N64***

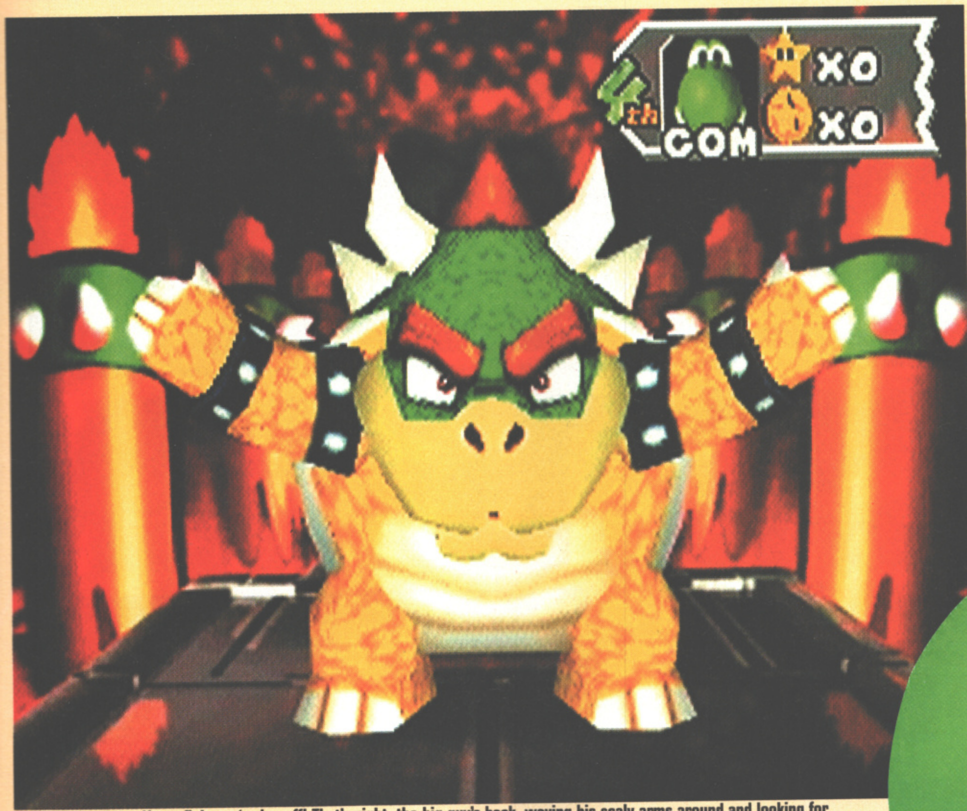
**You just can't keep a good Italian plumber down. For over 20 years, Mario has brought us joy in platformers, racers, and beat 'em ups, but the *Mario Party* board game series has done something a little unusual. It's seen the little fella and his mates thrown into a bucketload of mini-games that virtually defy categorisation.**

**We begged for one last *Mario 64*-style platformer before N64 dies, but the truth is it was never going to happen. So will the moustached one's party game make do instead?**

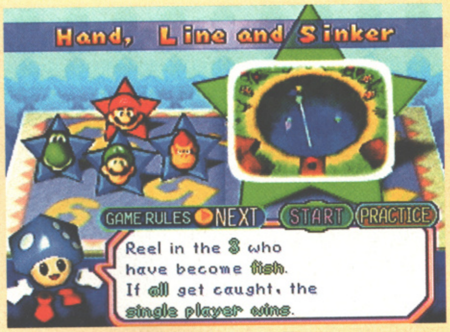
### PUMP UP THE VOLUME

*MP3* builds on the foundations of the first two installments, with a fistful of fancy new features and top tweaks. It brings with it a fuller one-player game in the form of the Story mode, which sees you battle through boards in search of Star Stamps.

Another fine addition is the two-player Duel mode, where you and a friend battle against each other head-to-head. You hire a partner selected from one of the 12 on offer – old Nintendo baddies such as Koopa Troopa and Boo – and earn coins from winning mini-games to pay their salaries. Each hired hand is rated differently for attack power and strength, but naturally the



Come an 'ave a go if you fink yer 'ard enuff! That's right, the big guy's back, waving his scaly arms around and looking for trouble. All the old crew are in there, including newbies Waluigi and Daisy, making a total of eight playable Mario favourites


Hand, Line and Sinker

GAME RULES NEXT START PRACTICE

Reel in the 3 who
have become fish.
If all get caught, the
single player wins.

Read the rules of each mini-game or you'll come a cropper

# THE YOSHI

## MARIO THROWS HIS THIRD PARTY, AND WE'RE ALL INVITED

WORDS & SCREENSHOTS **COOPER TROOPER**

better the partner, the higher the salary. This new play mode adds considerably to the whole thing as it introduces a touch of strategy, something missing from the earlier games.

### SHINY HAPPY PEOPLE

From the opening titles, *MP3*s wonderfully cheery atmosphere and bouncy beats put you in a party mood, but no real shin-dig is complete 'til you've got a whole posse of mates around.

You'll feel a fat, stupid grin stretch across your face as you load up the four-player Party mode. All the old Nintendo favourites are back as playable characters, and Waluigi and Daisy have gatecrashed too. Like one-player, the aim is still simply to race around the board, racking up coins and stars from winning the hilariously diverse 70 mini-games (like bongo-playing, fishing and rocking horse racing) – only now you get the special satisfaction of sticking it to your mates.

### MINI MAGIC

Nintendo has gone far beyond genre classification and is testing every human faculty imaginable in *MP3*: concentration, memory, timing, and skills you didn't even know you had. In true *Party* style, standard genres have been turned on their head, such as racing.

Take the Thomp Pull for example. This mad affair sees you sitting on a sledge being pulled along by giant stone blocks. But rather than using common racing skills, to win this game you have to watch the screen carefully and hit the buttons as prompted by symbols flashing on the screen for your block to jump forward and pull you along. Bizarre, but beautifully original games like this make *MP3* a laugh-a-minute treat. We saw similar mini-games in *MP2*, but *MP3*s are completely new and manages to keep it feeling fresh.

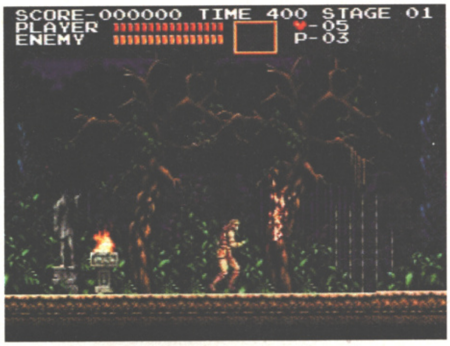
### THE LAST DANCE

*MP3* is the definitive *Party* title. Where *MP2* lacked single player motivation and strategy, *MP3* has picked up on these flaws and filled in the potholes. It won't change the gaming world, but it's promising to be a laugh, a challenge and a fitting farewell for Mario on N64.

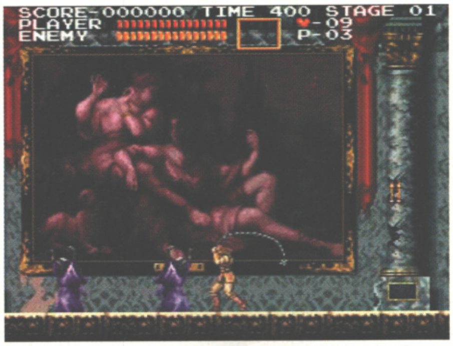
**CVG RECKONS**

*Mario's N64 swansong should be a hell of a bash.*

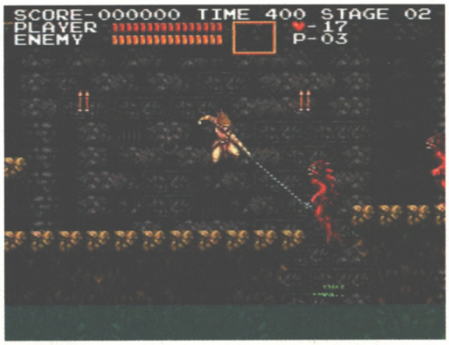
END



The burning tree at the beginning might not be a good sign



First lesson at ghost school: keep both arms in the air at all times



A new diagonal attack has been added in the Arranged mode

# CASTLE VAIN YOU ARE

OLD SCHOOL *CASTLEVANIA* TITLE TESTS THE LIMITS OF RETRO GAMING

WORDS & SCREENSHOTS **MICHAEL COOPER**

## *CASTLEVANIA CHRONICLES*

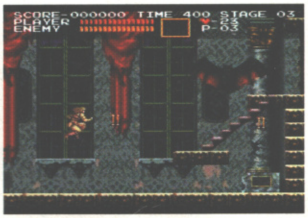
*OUT* ***SEPTEMBER/OCTOBER*** *FORMAT* ***PSONE***

***Castlevania*** **is one of videogaming's best-loved horror-themed platform series. Seeing it intelligently updated and reworked recently in the likes of *Castlevania: Symphony of the Night* (PSone), and *Castlevania: Circle of the Moon* (GBA) has been a real treat for all. Enter stage left *Castlevania Chronicles*, Konami's tweaked port of the original PC classic from a decade back.**

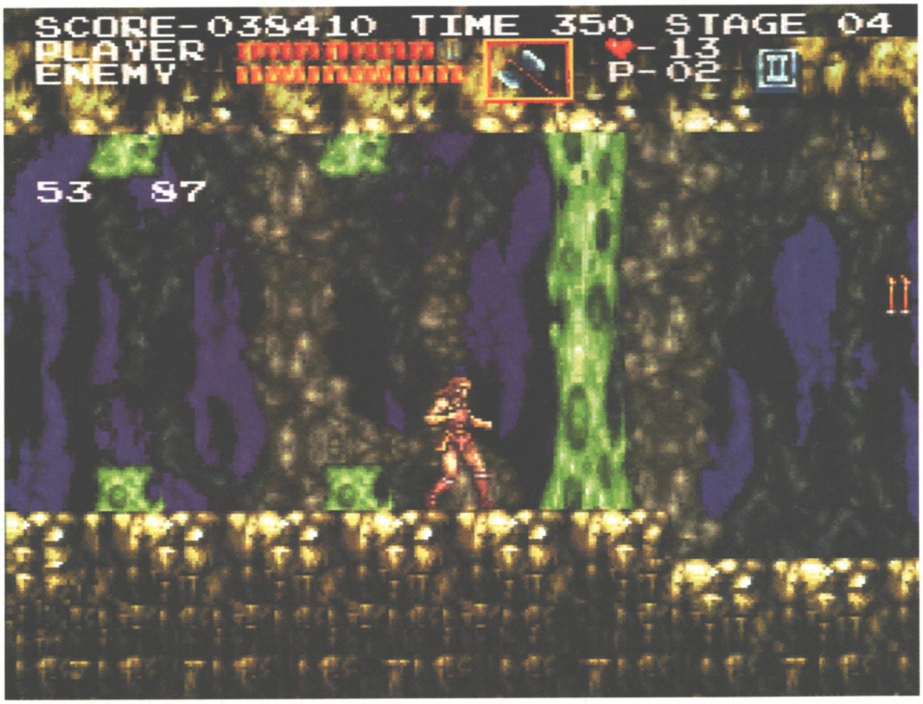
### ORIGINS OF THE PIECES

Clearly not intended to push the boundaries of games innovation, *CC* is a slice of old-school *Castlevania* retro fun, pure and simple. Original mode is a step back in time: gameplay is simple but effective, revolving around precision jumps and attacks, as well as learning monsters' and bosses' attack patterns.

Arranged mode offers something new, allowing you greater in-game character flexibility (including a diagonal strike attack – incredible, huh?) and to choose difficulty settings. Apart from this, both modes are remarkably similar.



Big bad bat boss – learn his attack pattern



Hacking through tall pillars of green slime is a perfectly normal activity in *Castlevania*. And in the CVG office lobby

The 2D graphics feature parallax scrolling and were genuinely great when it was first released, but, much like the gameplay, a quantum leap from what we've come to expect from our games nowadays. So to make direct qualitative comparisons with new releases would be pointless – this is a retro gaming experience.

### THIN CRUST PIZZA RETRO

Whenever all-new versions of classic series are released, you'll always hear crusty old hardcore veterans mumbling comparisons with the ancient originals. So today's more sophisticated gaming public, no longer content to rely on the rose-tinted ramblings of such beardies, have rightly set the retro bandwagon to full ahead.

Thanks to the explosion in emulators, PC owners have been enjoying earlier versions of *Castlevania* and stacks of other aged legends for years. But while Game Boy is also now awash with ports of old classics, home consoles have been relatively starved of retro action – until now, if Konmai has its way.

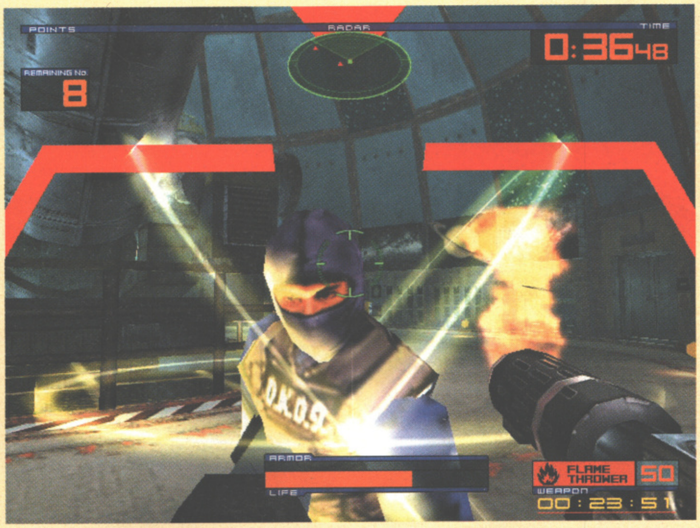
### WHIPCRACK AWAY

It's great the retro joy is spreading back to where many of the classics started out – on home consoles. Provided *CC* is taken for the retro trip it is, then it's a whip-cracking bundle of simple pleasures. The question is whether, at a price of £10-£20, the retro bandwagon will take off on consoles like it has done on PC, where the hazy legal situation makes emulation effectively free.

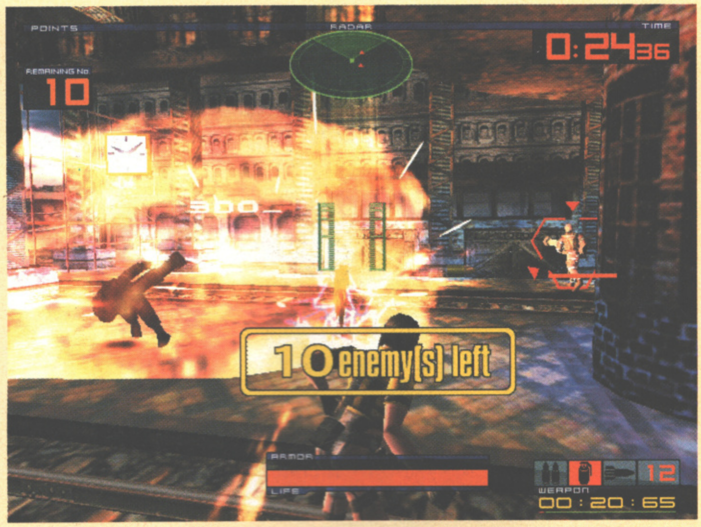
### CVG RECKONS

*It's repackaged history, but could provide retro fun.*

END



What pretty eyes you have. Bet they taste nice roasted....



Big juicy exploding things. We like. But there's far too many enemies left alive, you wimp. Get them

# TRIGGER HAPPY DC

THE ARCADES SPAWN YET ANOTHER DC SHOOTER

WORDS & SCREENSHOTS **MAURA SUTTON**

## OUTTRIGGER

*OUT* ***JULY*** *FORMAT* ***DC***

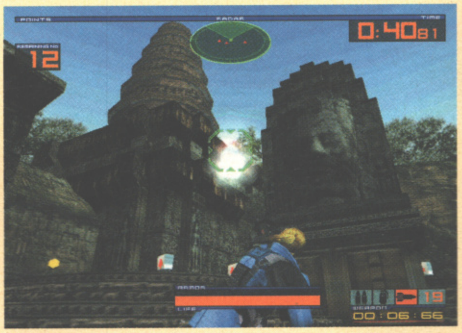
**There is, of course, no justice. The Dreamcast is dying on its tiny white feet, despite boasting some of the best games of the past couple of years. And its deaththroes will be protracted and bloody, with recently released shooting games like *Quake 3 Arena*, *Confidential Mission* and now *Outtrigger* doing their best to make sure the console goes down fighting.**

### COUNTER-STRIKE

It's a familiar story. The world is at the mercy of terrorists and organised crime lords. You're a member of Interforce, a privately run anti-terrorist unit with the sworn duty to save the planet from a headlong trip into hell. For a cash fee, of course.

Before flushing out the underworld slime, though, you must first undergo a series of training exercises to asses your prowess. There are no shortcuts here, soldier. If you fail in the training mission, you have to keep repeating it until you get it right. Then you move to the next level. It's a tough tour of duty.

This killing lark ain't just for the boys. Nice codpiece, honey



The scenery is spectacular, but there's no time to gawk

### I'M IN A BAD MODE

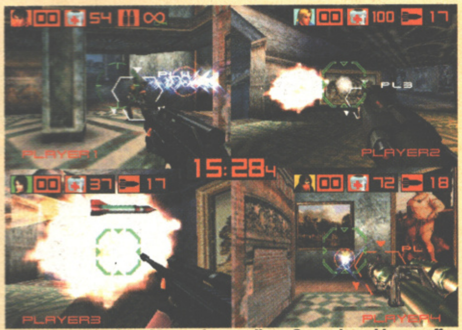
There are two basic modes to choose from, Mission and Arcade. In Mission mode you undertake a variety of tasks, ranging from simply killing as many terrorists as possible within a time limit, to jumping from side to side to avoid enemy missiles.

The further you progress, the higher the difficulty level. If you perform your duties efficiently and quickly, new levels will be unlocked, as will extra weapons and character skins. You also get the option to switch between first and third-person mode.

### TEAM FORTRESS

The single player missions are surprisingly short and most take a matter of minutes to complete. Clearly the multiplayer levels are meant to be *Outtrigger*'s crowning glory. You can play with up to four mates in split-screen mode or battle against three other CPU opponents. The objective is simple: top the frag chart by shooting your three rivals more times than they shoot you, collecting as many of the coins that appear after a frag as you can.

To aid you in your butt-kicking aims, there's a healthy supply of bone-shredding weapons, like a kickin' shotgun and spectacular flame-thrower for those close up sizzle-shots. The battle arenas are gorgeous to look at, but they're also noticeably small.



Multiplayer mayhem in a posh art gallery. Go on, have his ear off

### HIT AND MISS

*Outtrigger* screams 'made in the arcade' from every pixel. It's bright and bold and designed to do a smash-and-grab raid on the loose change burning a hole in your pocket when you walk past it in the arcades. Aside from the initial storyline, there's no real plot to follow – it's just solid action all the way.

When viewed as nothing more than a short-tserm blast of adrenaline, *Outtrigger* works well. It remains to be seen whether or not it can stretch to any long-term appeal.

### CVG RECKONS

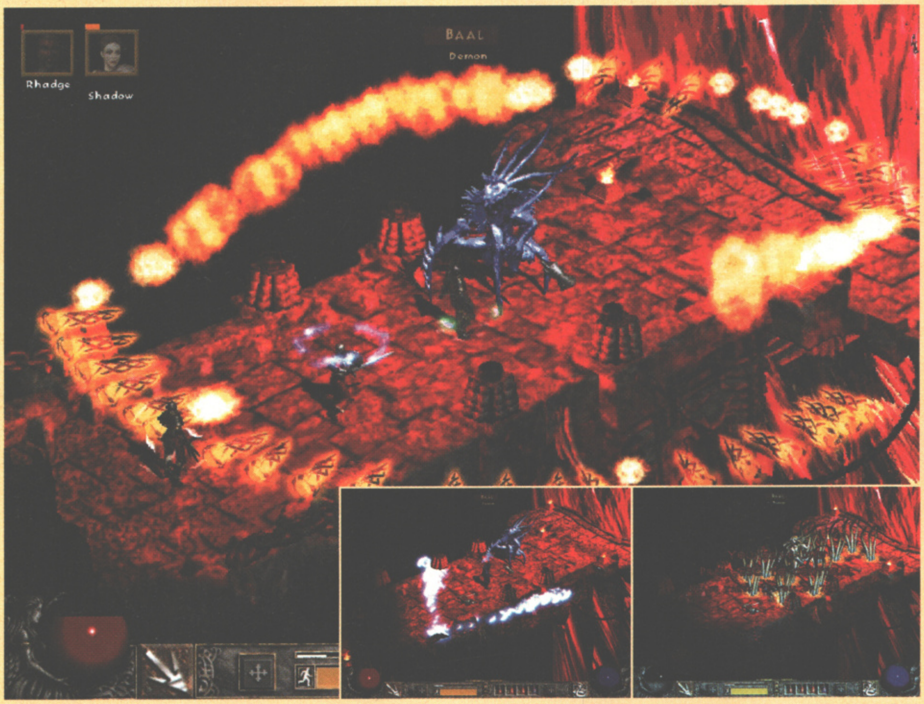
*Lots of fun, but we're worried about its lastability.*

END

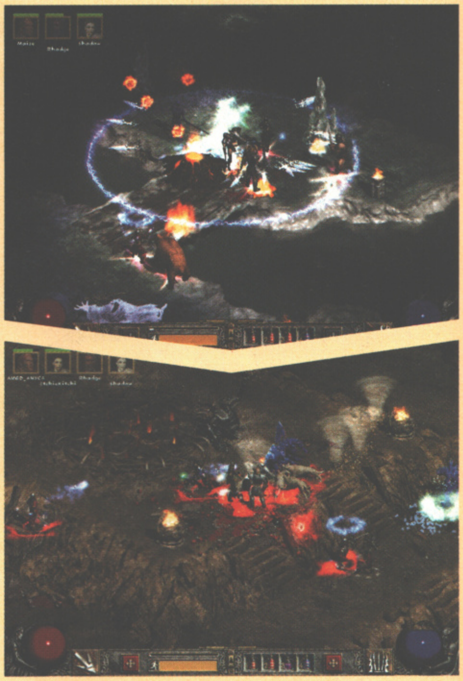
# GET YOUR ASSES IN HERE

LOVED *DIABLO 2*? THEN YOU GOTTA GET THIS

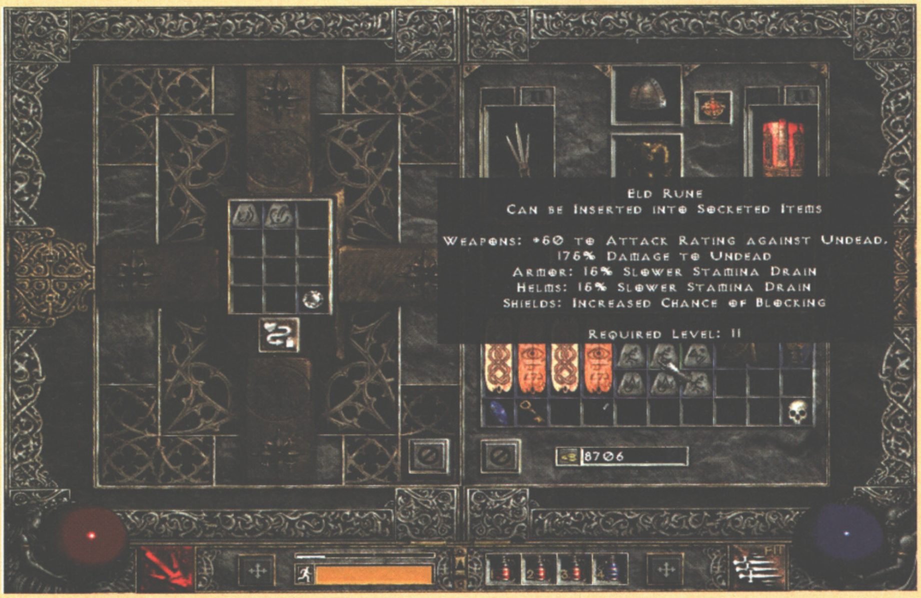
WORDS & SCREENSHOTS**PETER WALKER**



**Baal's attacks are blistering if caught full blast...** **...they also come in assorted flavours...** **...and he has sneaky tricks up his sleeve. Bah!**



**Now safety items trigger spells automatically (top). Nice. The druid can call on whirlwinds, wolves, vines and were-powers (below)**



ELD RUNE
CAN BE INSERTED INTO SOCKETED ITEMS

WEAPONS: +60 TO ATTACK RATING AGAINST UNDEAD,
175% DAMAGE TO UNDEAD
ARMOR: 15% SLOWER STAMINA DRAIN
HELMS: 15% SLOWER STAMINA DRAIN
SHIELDS: INCREASED CHANCE OF BLOCKING

REQUIRED LEVEL: 11

**Runes are the coolest new items and can be inserted in equipment or used for recipes. This Eld is common and a bit pants. Look for Zod**

## *DIABLO 2 LORD OF DESTRUCTION*

*OUT***JULY** *FORMAT***PC**

**It ain't that pretty and it doesn't have much of a storyline, but *Diablo 2*'s already sold three million copies worldwide and outsold all PC RPGs since release in the UK last July. What does that tell us? In short, trusty old hack 'n' slashers rule.**

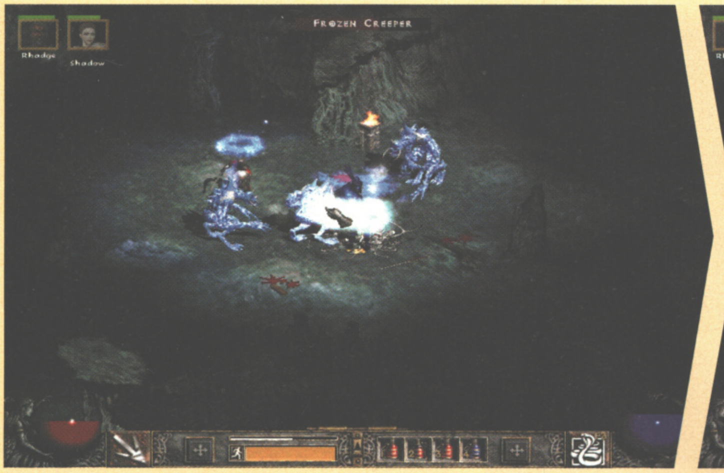
**So, much balrog-bashing joy is returning to PC's across the land with *Lord of Destruction*, *Diablo 2*'s official add-on. This time, Blizzard's done the expansion itself and it works online without any need for hacks, so sharpen your swords.**

### LORDIN' IT UP

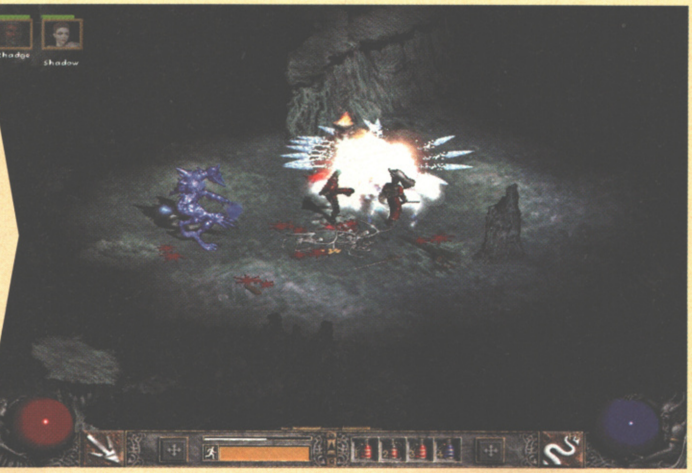
At first glance, you'd be forgiven for thinking *LoD* weighs in a tad light – one new act, two new character classes, new items and a belated hi-res mode. Not so, though.

The new act's a cracker – the first few levels boast 'live-action' elements, as the last barbarian hometown is laid siege by escaped Prime Evil Baal's minions. NPC barbarians plough into battle beside you, as destroyable catapults rain balls of fire, ice and poison onto the frenetic melee. It's carnage. The new hi-res mode makes the later ice caverns and vaulted halls all the more brooding, and the new monsters are beautifully animated. It's tough too, especially since leech items and some skills have been nerfed, so even your ported characters will need new gear to survive Act 5.

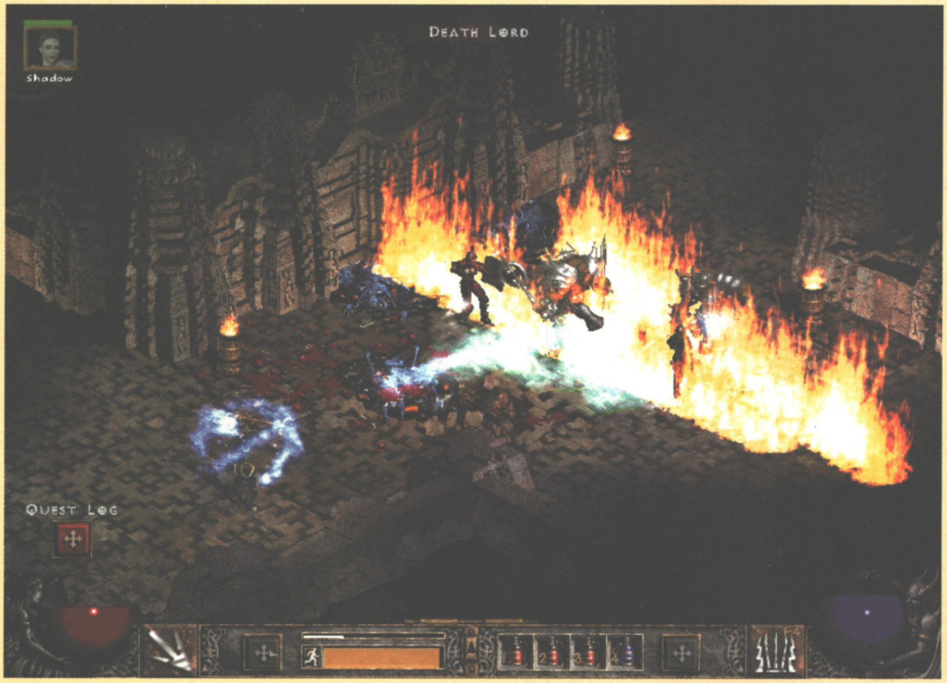
The new assassin and druid character classes are cool too – in fact, with skills borrowed from other classes and new beat 'em up style charging and finishing moves, the assassin's almost *too* powerful. And her martial arts combat moves look the business.



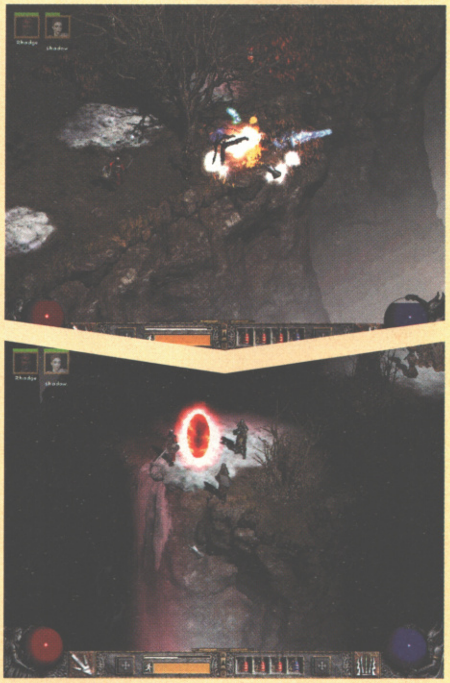
**Some assassin skills charge up with each hit, so string combos of several different skills together...**



**... and discharge explosively with a Dragon finishing move. The Life and Mana leech skill is a melee must**



**New baddies like this Death Lord and the *Diablo 1*-inspired Blood Temptress are cool – and hard as nails if you haven't levelled up enough**



**The assassin's karate animations and the hi-res mode are mint**

## CUBED FUN

Another deceptively simple innovation is an easy-switch weapon set-up – hit one key and you can change from ranged to melee. All of which should make attack tactics far more varied.

Add to that the fact that special weapons enable one class to use another's skills, hundreds of thousands of new items, runes, sockets and recipes for your Horadric Cube, and you'll see far more diverse and personalised class development and equipment.

## UM-LINE

But, while hireling interaction has been pumped up to make them really useful and offer more of a party feel in single player, *LoD* is again best experienced online. We're just a tad concerned whether the sheer amount of hi-res detail and action on-screen are likely to cause more lag for anyone with less than an ADSL connection.

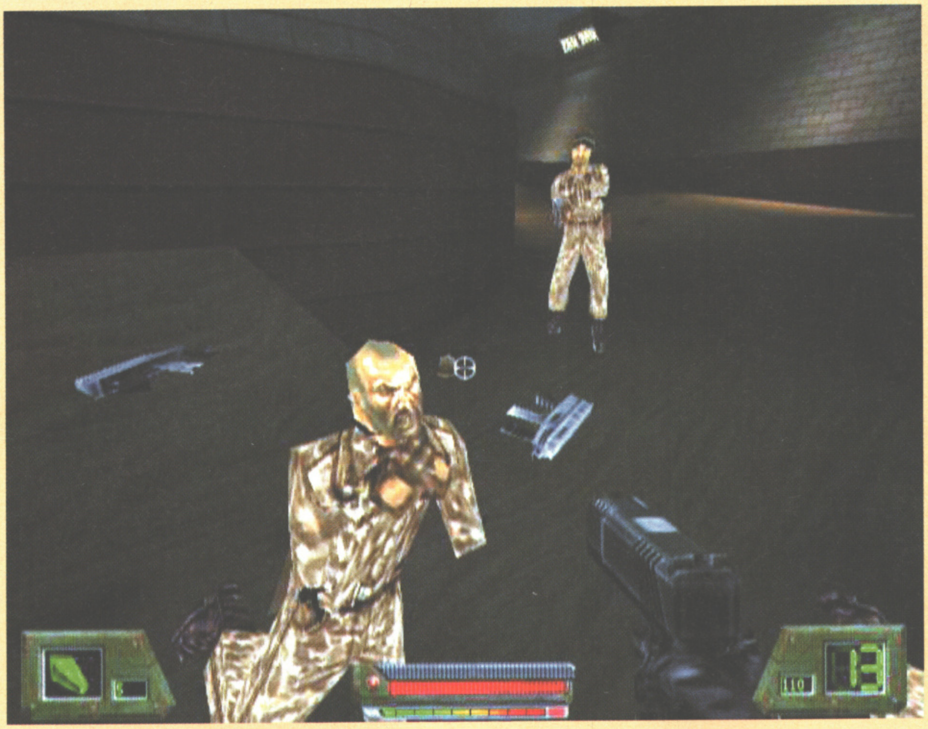
CRUSH BEAST

**Crush Beast – bit like Star Wars AT-STs. Get payback for the Ewoks**

## CVG RECKONS

*Should be a must-have for* Diablo *freaks. We just hope Blizzard learnt some lessons from the original's launch and has its servers sorted for online play from Day One.*

END

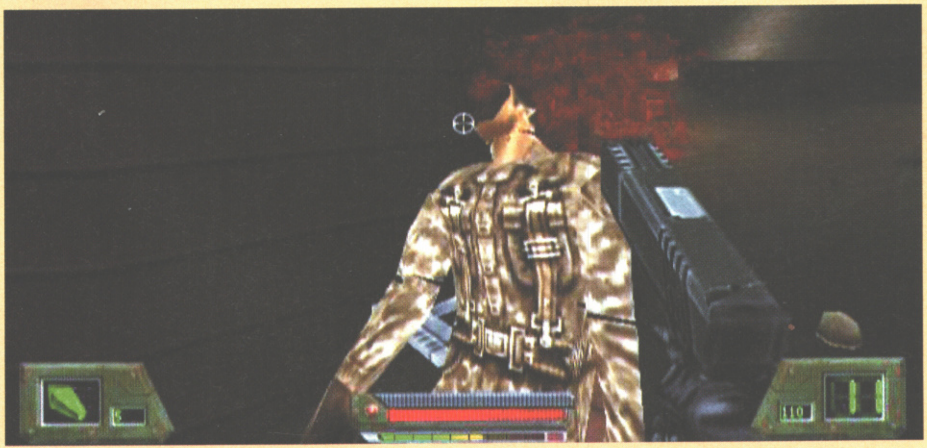


# SHOCKIN'

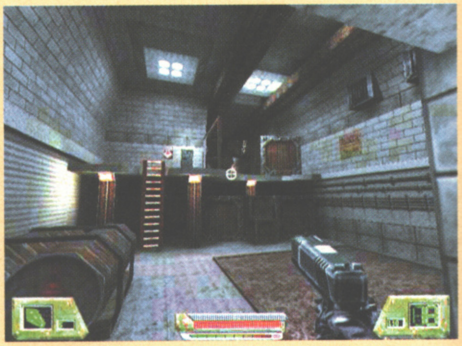
## ALL OVER THE WORLD

WORDS**LES ELLIS**
SCREENSHOTS**UBISOFT**

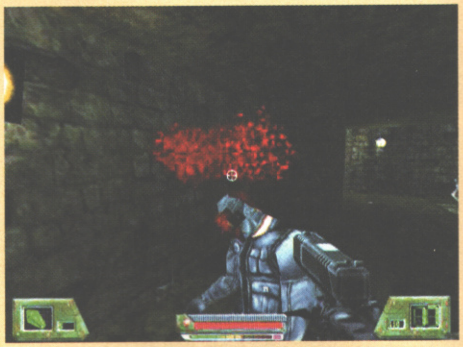
'ARMLESS BLASTFEST HITS DC IN A SPLATTER OF BLOOD



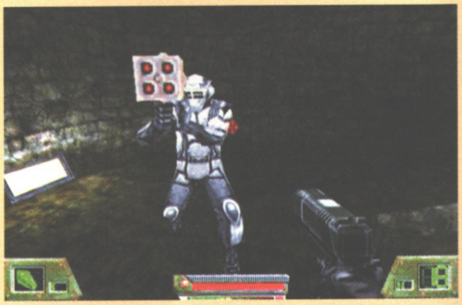
**Now that is what is known in the trade as a hell of a shot. Extra brownie points for taking his face clean off in a cloud of red mist**



**Deep in the enemy warehouse – now where are those nukes?**



**Les: "So real you could almost lick that gore off the wall". Er, almost**



**The new portable traffic lights got an angry response from drivers**

### SOLDIER OF FORTUNE

OUT**JUNE** FORMAT**DC**

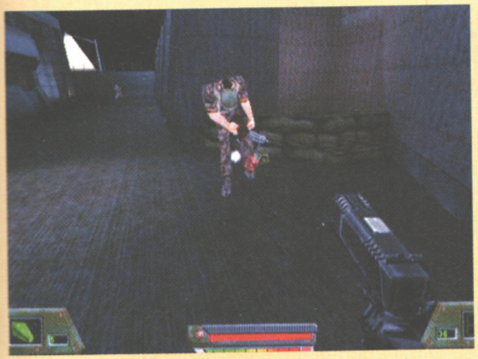
**We just spent the last hour performing clinical amputations and decapitations. Our technique? We decided to forego surgical blades and used our trusty shotgun instead. Welcome to the world of *Soldier of Fortune* – a place where diplomacy and tact have been replaced by the rule of 'he who has the most bullets' wins. The most controversial game yet is coming to DC, in all its gory glory.**

### BLOODY GORE-FUL

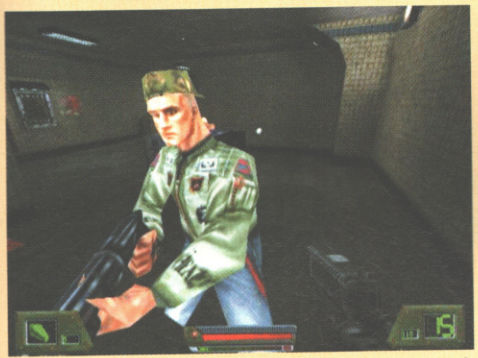
You play a mercenary trying to get terrorists' hands off nuclear weapons – usually by blowing them off. While there is a good storyline and plenty of action, the emphasis is firmly on the gore. Shoot someone in the chest and they go down with a nice red stain on them – which is cool, if a little unimaginative. Why mess up their clothes when messing up their bodies is so much more fun?

### AMPUTATION NATION

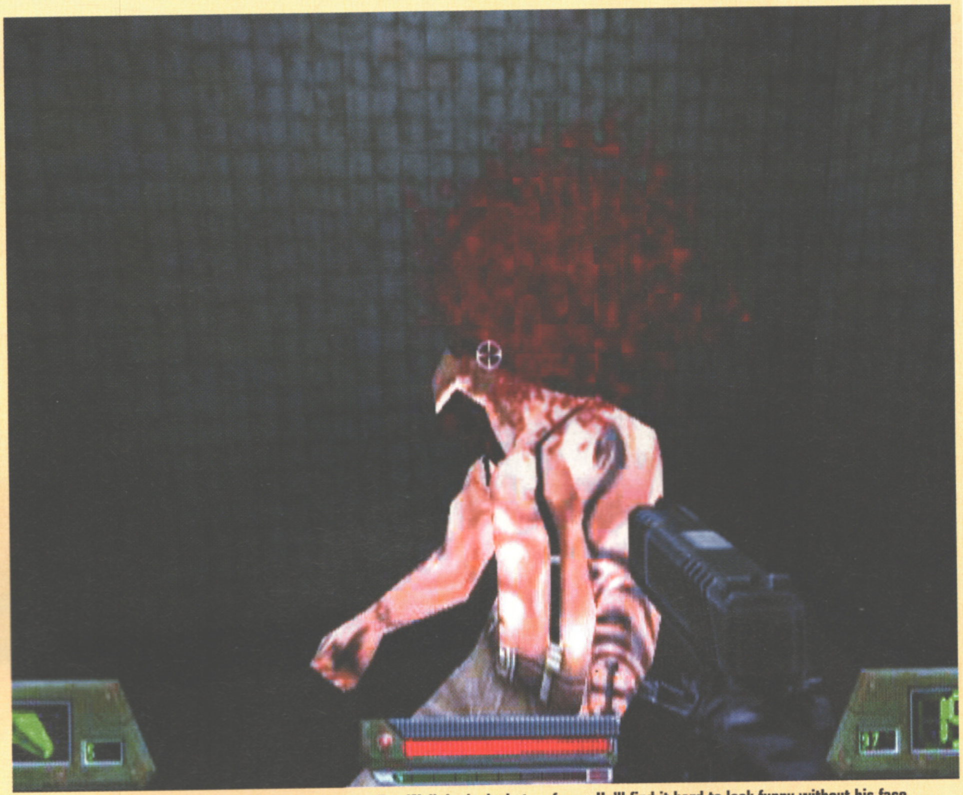
Pick up any weapon more powerful than the handgun (although a knife will do it at a pinch) and, with a few sprays of bullets, you'll



**If they're knee-capped, they can't run after you. Or is that because his head is sitting on the floor six feet from his body?**



**Pick a body part, any body part. Now gently squeeze the trigger and watch it fly off in a spray of blood. One for all the family, then**



**Just 'cos we know you love it, here's one we shot earlier. Well, he looked at us funny. He'll find it hard to look funny without his face**

**He's doing what you *think* he's doing. Caught with his trousers down**

**Shotgun vs handgun – you'll need to be quick or you're fragged**

discover why people kicked up such a fuss about this. Shoot someone in the leg and gasp as it flies off, spraying blood and gore all over the place. The same goes for all the limbs and, if you're a good enough shot, even the head. The sick bit is that even when limbs are removed, the owner doesn't die straight away, giving you the chance to get in real close and finish them off, execution-style.

### BLOODY BIG

While there is a lot of media focus on the gore, the developer isn't relying on that solely to sell the game. Right from the off you'll notice that the levels are huge, but you don't get lost in them as the action guides you through without it feeling too linear.

But even in these huge levels there are always places to try out those little set pieces we all know and love. And while it's nice to open up with a huge weapon, killing loads of people, you can't help but love opening a door, lobbing a grenade in, standing back and watching loads of people being literally blown to bits.

### CRAMMING SESSIONS

As good as the DC is at handling PC ports, when you're talking about cramming a 32 Mb RAM game into 16 Mb, something has to give. But you're going to have to look hard to find it. The speed doesn't drop noticeably (though the code's still being tweaked) and the textures are almost identical to the PC version.

There are minor differences when it comes to body fragmentations. It's gory, just not quite as much – but hey, if you've never played the PC game, you won't know the difference anyway. And when the body parts start flying, you won't care.

### AMBITIOUS AND VICIOUS

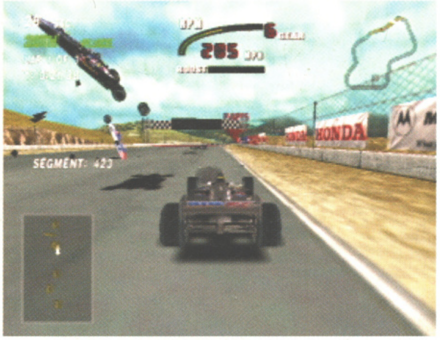
*SoF* is one of the more ambitious PC conversions and, if it pulls off, it will show that there is life in the old dog yet – regardless of what the latest DC sales figures say. It ain't exactly gore for gore's sake, there is a solid game in here – but the gibs are sure as hell set to make it more fun.

**The game features over 20 hit zones on the body, but it doesn't get much more satisfying than a headshot, closely followed by maniacal laughter. Your neighbours might start wondering, though**

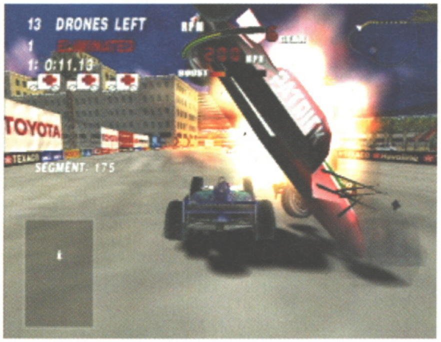
### CVG RECKONS

*Pass me my shotgun, I feel a headshot coming on.* Soldier of Fortune *looks like putting the fun back into brutal mass slaughter – but it's OK, 'cos they're all bad guys.*

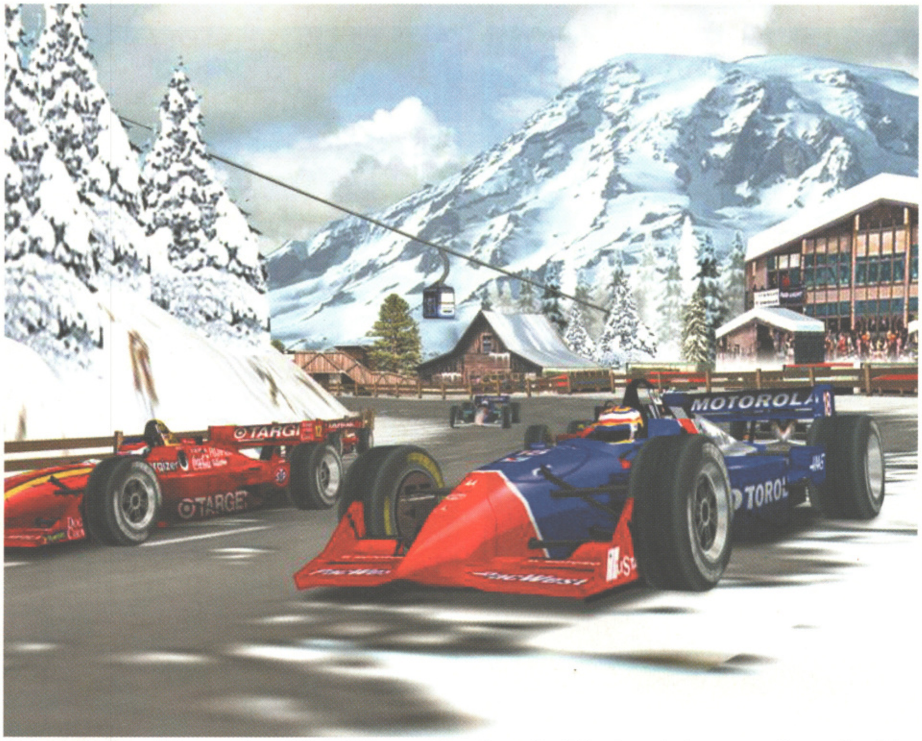
END



Is it a bird? Is it a plane? No it's Fittipaldi. And for his next trick, he'll be doing the can-can while juggling five chainsaws



Boom! Another one bites the dust. Ha ha! It only takes one little nudge to become the firestarter… twisted firestarter!



A leisurely drive through the mountains at 200kph. At these speeds, soaking up the sights and sounds of your surroundings can be a little tricky, so it's best to keep your eyes on the track – or you might suddenly feel what it's like to be a human barbeque

# FLAT OUT FURY

BIG EXPLOSIONS AND FAST CARS. NO, IT'S NOT A JERRY BRUCKHEIMER MOVIE, IT'S *CART FURY*

WORDS & SCREENSHOTS**MICHAEL COOPER**

### CART FURY

OUT**JULY** FORMAT**PS2**

**Leaving that serious racing simulation malarkey to the likes of *GT3*, *CART Fury* gets back to basics with good old-fashioned arcade action. There are ten real-life official world championship drivers from the US CART circuit in the game, and eight of the courses are based on actual tracks, but that's where the reality ends. It's fast cars, intense competition, and big crashes that are the order of the day here.**

### SPEED DEMON

As we watch the crisp scenery fly past our ears in Arcade mode, our first impressions are that *CART Fury* looks sweet. However, after a few laps we realise that we haven't taken our foot off the gas even for a second. Only five of the tracks were available in this version, and it soon becomes clear that you don't need to take your thumb off the accelerator once on any of them. Fun for a while, but not exactly a real test of skill.

The difficulty level can be increased by selecting different sets of driving skills ranging from novice to expert, but we reckon the real challenge should come from track difficulty.

### IT'S SUICIDE

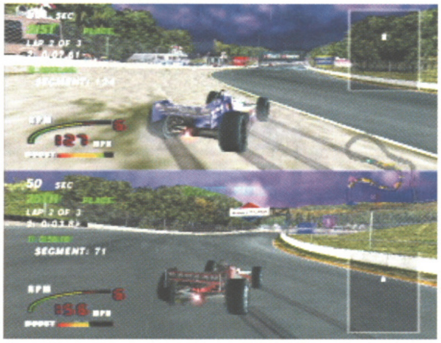
The slightest collision in *CART Fury* can end up in a multi-car demolition extravaganza, and when this happens you've got to sit back and watch the debris fly. It's pretty damn spectacular and not short of a laugh or two. It's enough to put you in kamikaze mood and you can have a lot of fun causing carnage.

Simply aim for the nearest car, brick wall or advertising hording and prepare for impact – it's possible to flip your car high in the air, remove all the wheels and set it on fire. The two-player option only fuelled these destructive tendencies and transformed the racetracks into demolition derbys.

### FINAL LAP

The Season and Simulator play modes were not available at this stage of development, meaning that half of the game was off limits. Also a bundle of other tracks will be included in the finished game, and 11 of them are insane made-up courses that'll have jumps and obstacles thrown in.

This all sounds good, but it'll be interesting to see if the new additions will add that much-needed dose of skill to pose players a bit more of a long-lasting challenge. If not, we'll be left with what otherwise is in danger of being a decidedly mediocre arcade racer.



Cornering is a breeze, even when you're skidding off onto the gravel. This isn't exactly a racer for the realism heads

### CVG RECKONS

*It's fast and reckless, but too easy at the moment.*

END

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"...THE PS2's DEADLIEST GAME..."
Official PlayStation 2 Magazine

PlayStation®2 JUNE 2001

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### LEGEND OF ZELDA FIGURES

**VIVID IMAGINATIONS** **£7.99**

These Zelda toys ranked highly in our recent sweep of top toys, and if you're the lucky bleeder who wins one of these you'll see whys as all the figures are bursting with detail. We've got the evil Ganondorf, the curvaceous Impa, and of course Link and Epona up for grabbage.

**1 TO WIN**

### LEGO ISLAND 2 BUNDLE

**LEGO** **£100**

We love LEGO and now you can get a piece of the plastic brick action too with this awesome CVG bundle. With a chunky, funky skateboard, a copy of the game on Game Boy Color, a backpack and massive beach towel, you'll never want for LEGO endorsed products again. Plus four lucky runners-up get a copy of the game on GBC.

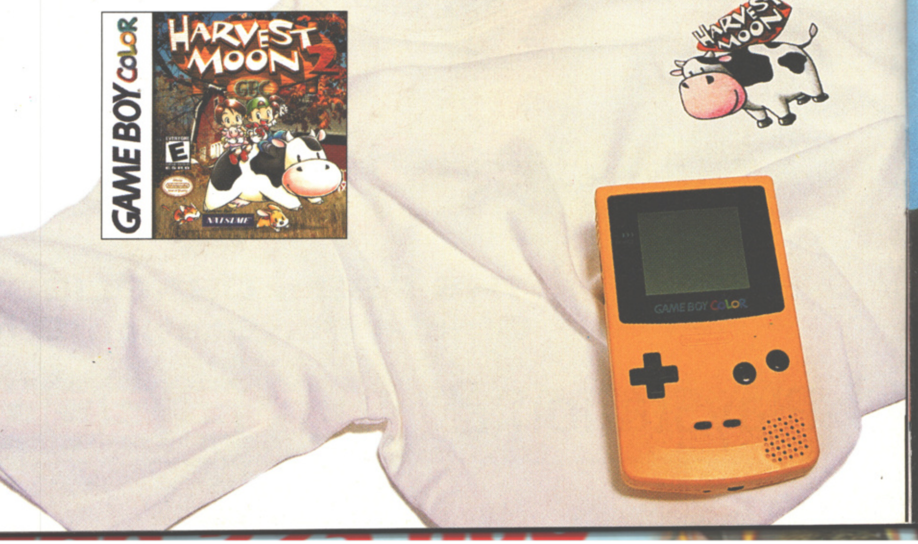
X-MEN MUTANT WARS
GAME BOY COLOR

**1 TO WIN**

### HARVEST MOON 2 BUNDLE

**UBISOFT** **£100**

Farming seems to be having a hard time of it of late, so virtual farming could be the way forward. Win our excellent stash of *Harvest Moon 2* goodies to find out. One lucky farmhand will get a copy of the game, a GBC to play it on and a tasty T-shirt. Four runners-up get a copy of the game and a T-shirt.



**1 TO WIN**

### X-MEN: EVOLUTION MEGA BUNDLE

**VIVID IMAGINATIONS/ACTIVISION** **£100**

One lucky mutant is gonna win this awesome selection of X-Men and X-Men: Evolution booty. We've got three tasty action figures, including a talking Wolverine, along with two Game Boy Color games.

**This could be the only compo you ever need to enter. Every month we give you the chance to win the coolest, funkiest, most splendid products you'd otherwise have to fork out for. It's dead easy to enter – just fill out the coupon with your name and address and we'll make a different draw for each prize. What could be simpler? Get entering, now!**

JD BUG
Freestyle Scooter
GAME BOY COLOR
ONLY FOR GAME BOY COLOR
Ubi Soft
Nintendo

**1 TO WIN**

## FREESTYLE SCOOTER BUNDLE

**UBISOFT** **£125**

If cutting up old ladies on the street (with a scooter, not a machete) is your thing, then you'll definitely want to blag this awesome JD Bug kick scooter and a copy of *Freestyle Scooter* on Game Boy Color. Four runners-up get a copy of the game.

Xplorys Presents
BEAT UP A MILLIONHIRE
BE THE LAST MILLIONAIRE STANDING!
SO, THAT'S YOUR ANS...!?!?!
IS THAT YOUR FINAL ANS...!?!?!

**10 TO WIN**

## WHO WANTS TO BEAT UP A MILLIONAIRE?

**XPLORYS** **£9.99**

Money's a funny old thing ain't it? We all want loads, yet we all want to give those with loads of lolly a proper pasting. This spoof of the TV show lets you live out your violent tendencies in a game of trivia for up to four players.

**4 TO WIN**

## MARIO KART FIGURINES

**VIVID IMAGINATIONS** **£6.99**

Gamesplayers love *Mario Kart* and in anticipation of Mario and pals' GBA adventure we've got hold of these fantastic *Mario Kart* toys. Six inches across, they come complete with moveable limbs and weapons.

**10 TO WIN**

## KFC BARGAIN BUCKET

**KFC** **£7.49**

See how much we love the chicken at KFC! We can't get enough of the Colonel's secret blend of herbs and spices that make his nutritious fried chicken the most popular in the whole world. We want you to have a taste too. Win a chicken cheque, and cash it at any KFC for a free delicious bargain bucket.

## WINNERS UPDATE – ISSUE 234

**VELOCIRAPTOR**
Chris Beasley, Stratford

**DIGIMON – SERIES 2 FIGURES**
Josh Dunning, Cheshire; Nathan Robinson, Warrington; Andrew Connell, Lancs; Craig Bailey, Bristol; Richard Stuart, London; James Brennand, Cambs; Sam Squire, Glos; Chris Alexander, Coventry; Paul Holder, Coventry; Craig Nash, Glos; Steve Marriot, Leicester; S. Brandham, Nottingham; Elliot Russell, London; Ian Derbyshire, Liverpool; Dave Burchell, Dartford

**HYPER PEPPY II**
Andrew Davey, Somerset; Matthew Fieldhouse, Sheffield

**WWF FIGURES**
Sam Tanner, Croydon; Pete Manning, Cumbria; D. Aitkin, London; Gary Smith, Essex; Billy Groves, Kent; R. Gill, Cambs; Chris Taylor, Birmingham; E. Watkins, Liverpool; Sean Harper, London

**TEKSTA KITTY**
Jordan Huntley, Cardiff; L.C. Bennett, Bridgend; Stephen Vine, Cowes

**LEGO AT-ST AND TIE FIGHTER**
Ben Jones, London; James Gaubert, Portsmouth; Andrew Leigh, Liverpool

**BOGLINS – TECHNO GHOULS**
David Stout, Salford; Robert Todd, Cleveland; B. Mitchell, Bolton; Bradley Midda, Essex; Daniel Payn, Herts; Louis Adam, Warwickshire; Ben Timmins, Sandhurst; Awais Alam, Cheshire; Bobby Bains, Essex; Ian Sylvester, St. Helens; Kristopher McKenzie, Iverallochy; Darren Wallace, Surrey; Rahul Leal, Essex; Robert Nairne, Glos; J. Clayton, Lancs

**BIONICLE**
D. Frankish, Hull; Karl Betts, Oxon

**TALKING RAINBOW SOFT TOYS**
Ian Bennett, London; Graham Wright, York; Dave Moody, Edinburgh; Jon Clay, North Curry; Ryan Babbaan, Middlesex

## GO ON – WIN IT!

**It couldn't be easier to enter. Fill in this coupon and send to: Win This Lot Now! 236, Computer and Video Games, 30 Cleveland St, London, W1P 5FF. First correct answers out of the hat for each prize win. Entries close July 17th.**

**NAME:** ............................ **AGE:** ..............

**ADDRESS:** ..........................................................

..........................................................

**EMAIL ADDRESS:** ..................................................

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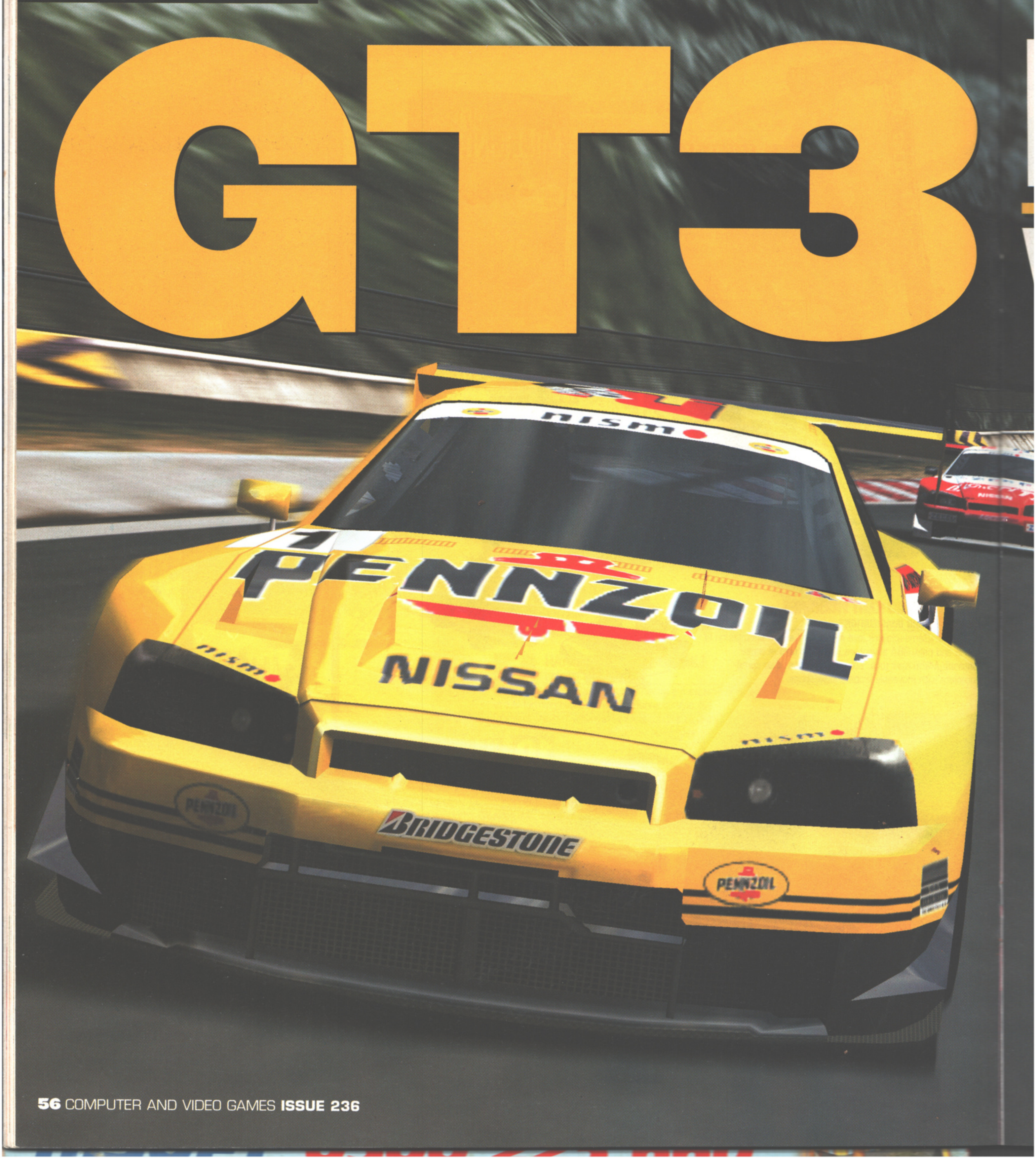
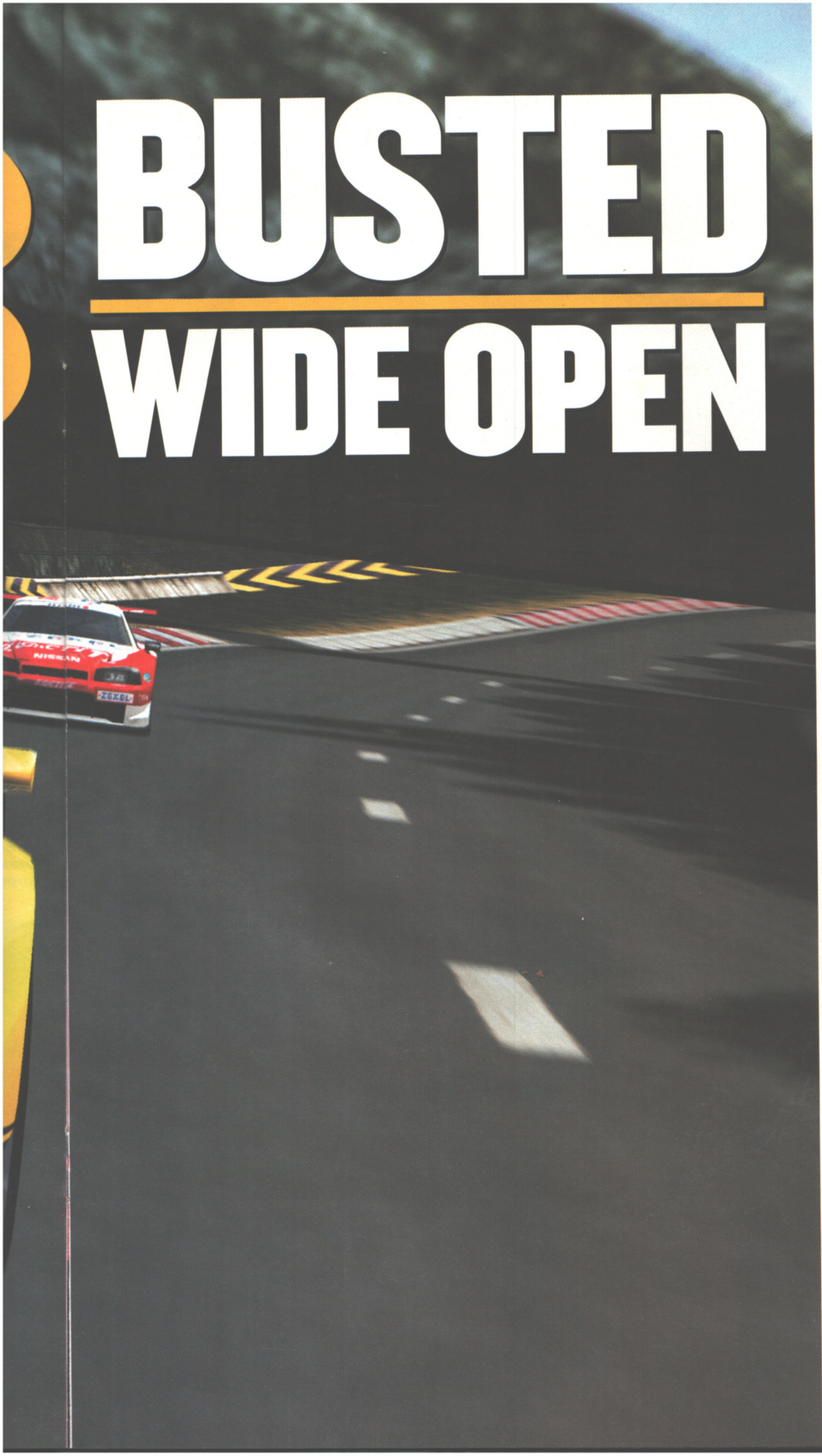
# GT3


nismo
PENNZOIL
NISSAN
BRIDGESTONE
PENNZOIL
nismo
nismo

# BUSTED WIDE OPEN



### FROM BOY RACER TO A CAR MAN'S DREAM, *GRAN TURISMO* HAS GROWN UP

**WORDS:** JOHNNY MINKLEY **PICTURES:** KENNY P

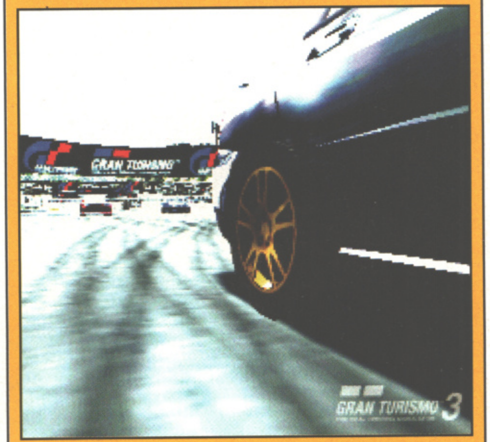
**GRAN TURISMO 3 A-SPEC**

*OUT* **JULY 2001** *FORMAT* **PS2**

Everyone has been going on about *Gran Turismo 3* for months – how great it looks, how well it's going to play, yadda, yadda, yadda. Trouble is, most of these opinions are based on grainy screenshots off the Net and a quick go on a one-track demo. We've played the finished game. And the good news for those caught up in the hype machine is that it's turned out pretty damn good after all.

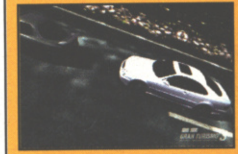
You already know everything there is to know about the old *GT* games – how they work, what cars you can find. What you want to know is, what's new and cool in *GT3*, right? It's not worth your time playing it to death if all you're rewarded with is a new set of hubcaps. So never fear, 'cos CVG is here with all the dirt on why this game is a *new* kind of awesome.

## REPLAY REMIX

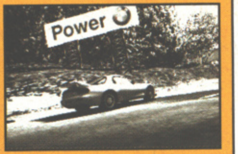


Over-exposed colours = replays that look like a cool pop video

You're used to post-race replays looking incredible in *GT* games, but *GT3* adds an extra twist with its music-reactive replay option. Select this and you're treated to all kinds of cool camera angles and effects like motion blur, colour filters, black and white snippets, reverse colours, and Matrix-style slow motion 360° spins. And it all reacts to the music playing, so a pulsing dance track has the camera jumping about like a frog on steroids.



Don't worry, your magazine isn't broken...

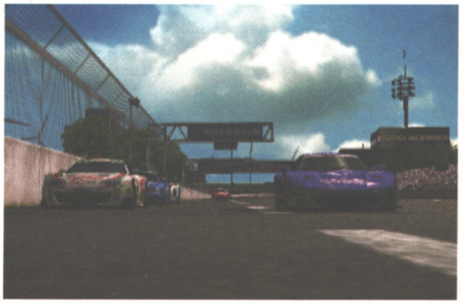


...these pics are meant to be in black and white!

### LOOKS CAN KILL

*GT3* looks fantastic. You'll have noticed that from the screenshots. When you see it moving, though, your jaw will truly drop. Sunlight filters through trees to blind you momentarily, shadows fall through wire mesh fences just right. Reflections in car bodywork actually look like the surroundings. Even the shadow your car casts on the road moves properly depending on the position of the sun – not like the grey rectangle you normally get.

Not only that, everything looks totally solid, with no pop-up and no bits of track appearing and disappearing out of nowhere. Dreamcast held the 'best racing game graphics' baton with *Metropolis Street Racer*, but *GT3* has grabbed it back for PS2 and is running away as fast as it can.



These cars are all very expensive. Please try not to crash them

### SOUNDS ASTOUNDING

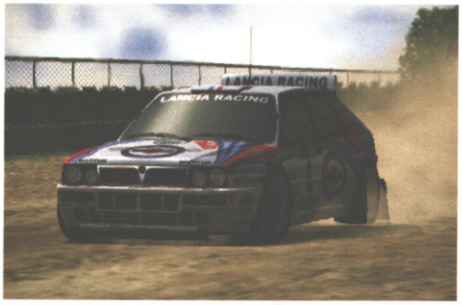
When you play from the in-car view, the noise from your car's engine is close to deafening. But in a good way, because the whine of the revs and the hiss of your turbo's boost pressure tells you exactly when it's time to change gear. Take a car off-road, and you can hear all the crashes and rattles as lumps of grass and dirt find their way into your expensive new gearbox. This game tells you: respect your car or you'll break it.

### RALLY COURSES

Most races are set on good, honest tarmac, but the rally courses which popped up in *GT2* are back in style. There's a whole separate class of cars in the game devoted to mud-plugging, and the courses are some of the most spectacular looking, with amazingly realistic dust plumes thrown up from your rear wheels. Rally courses are also the best places to indulge your passion for big power-slides.

### ARCADE THRILLS

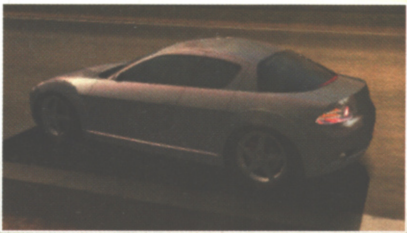
Arcade mode is perfect for quick racing satisfaction. Choose a track and a car from one of the five power classes and get going. Finishing each set of courses on



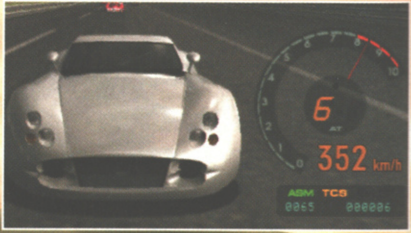
Rally courses have the best replay effects, like this huge dust plume

## GARAGE OF JUSTICE

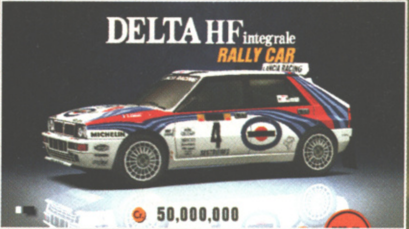
**Part of *GT*'s appeal is being able to drive cars you'd never ever be able to afford, even after a major bank robbery. Well how about cars that aren't even on sale yet? *GT3* has them in spades, some that are due to be released next year and some that will always just be cool concepts.**



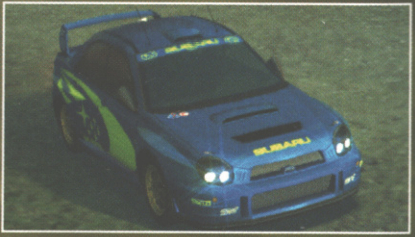
This sporty Mazda is, believe it or not, a four-door saloon in a coupé disguise. On sale late next year



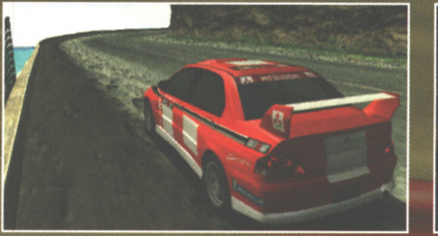
Like going absurdly quickly? Then the Speed 12 is for you. We've clocked it at over 210mph on *GT*'s Test Course



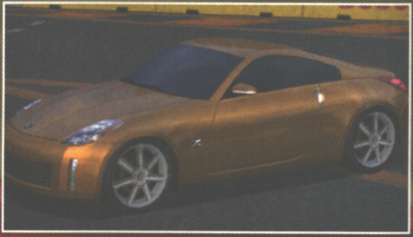
Alright, it's ten years old at least, but the Integrale is one of the best handling rally cars ever made. Get one, if you can afford the insane asking price



The rally version of the latest Subaru Impreza hasn't been unleashed on the world's dirt tracks yet, but you can experience its dream-like feel in *GT3*



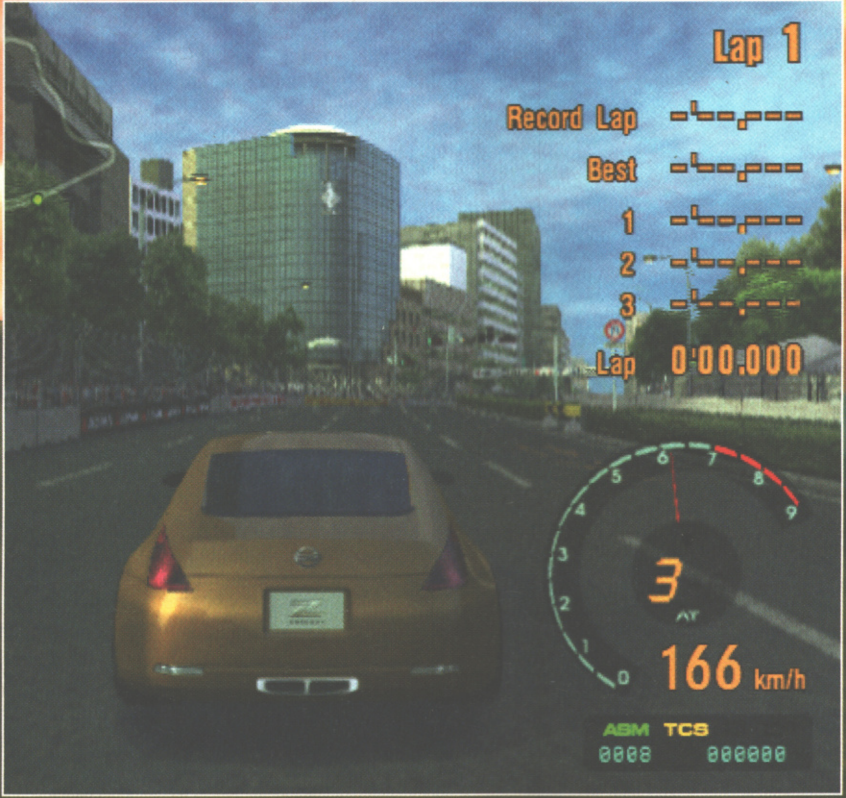
Main rival to the Impreza, the EVO is also a new model that is still undergoing tests in real life. Drive it here first



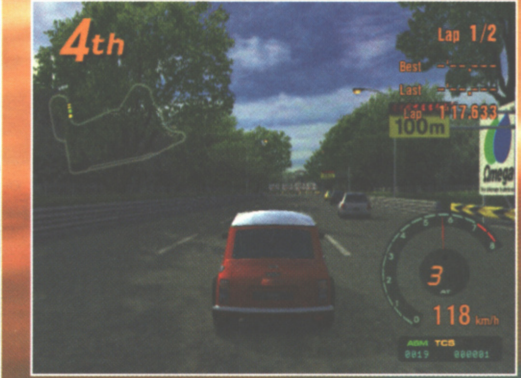
Nissan created this concept car to try and reinvent their boring brand. *GT3* is the only place you can drive it at the mo

BRIDGESTONE
SP

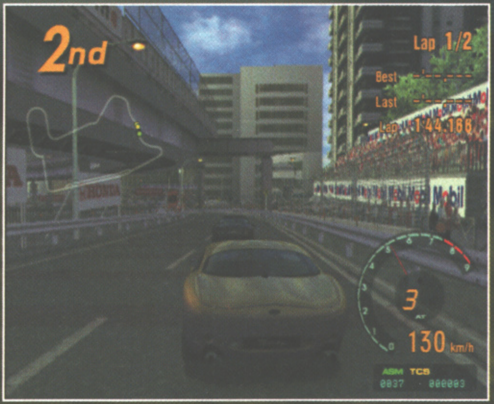
## TOKYO ROUTE 246


Lap 1
Record Lap
Best
1
2
3
Lap 0'00.000
3
166 km/h
ASM TCS
0008 000000

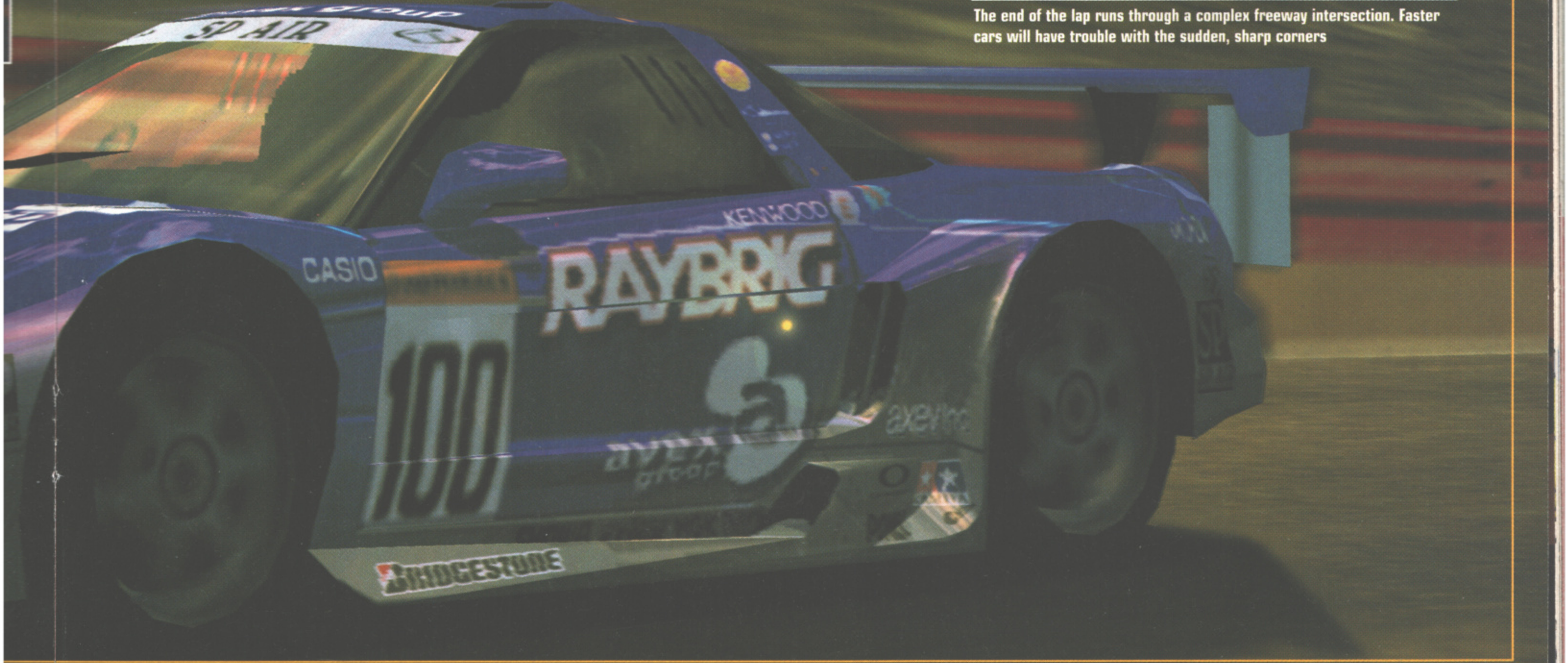
This course is modeled on an area of central Tokyo. Check out the Sony building among the skyscrapers lining the main straight


4th
Lap 1/2
Best
Last
Lap 1'17.633
100m
Omega
3
118 km/h
ASM TCS

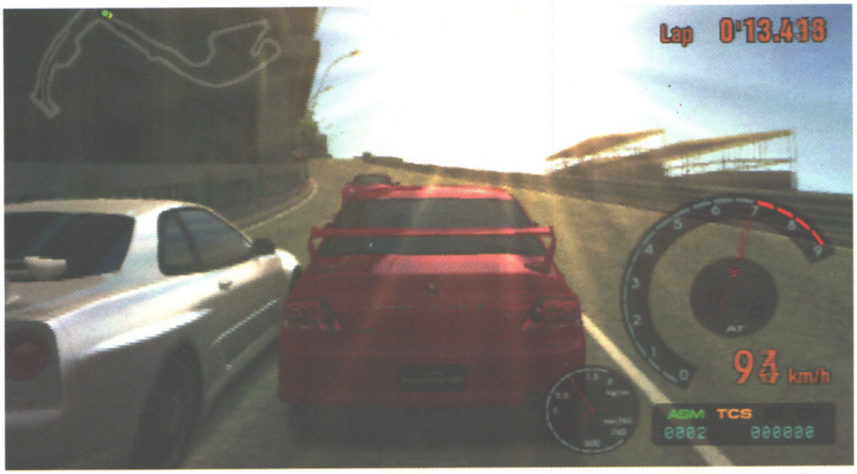
The track takes you through parkland as well as built-up areas. Forget *MSR* – this really does look like the place in real life


2nd
Lap 1/2
Best
Last
Lap 1'44.186
Mobil
3
130 km/h
ASM TCS

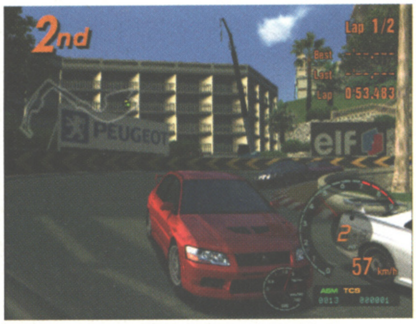
The end of the lap runs through a complex freeway intersection. Faster cars will have trouble with the sudden, sharp corners


SP AIR
CASIO
KENWOOD
RAYBRIG
100
avex
BRIDGESTONE

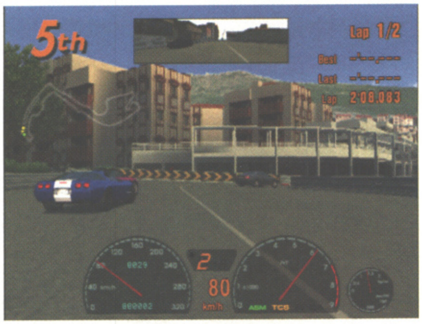
## COTE D'AZUR



We're not sure why this is called Cote D'Azur when it's blatantly the Monaco F1 course. Those lighting effects are fantastic

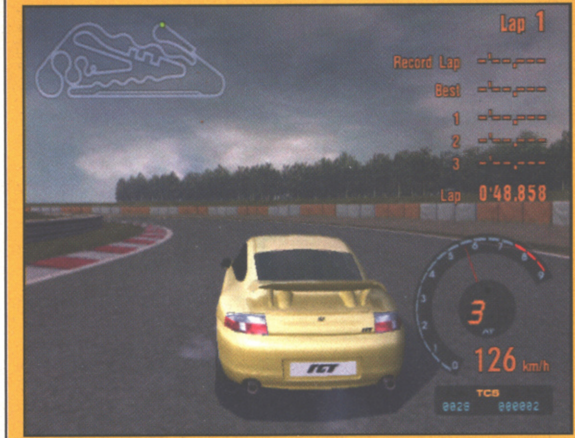


Round about here, Coulthard is usually crashing into one or other of the Schumachers. We can't see anything though, 'cos the sun is burning our eyes



Just like in F1 races, Cote D'Azur is a tricky combination of short, fast straights and incredibly sharp corners. Take our advice, try it with a slow, good cornering car first

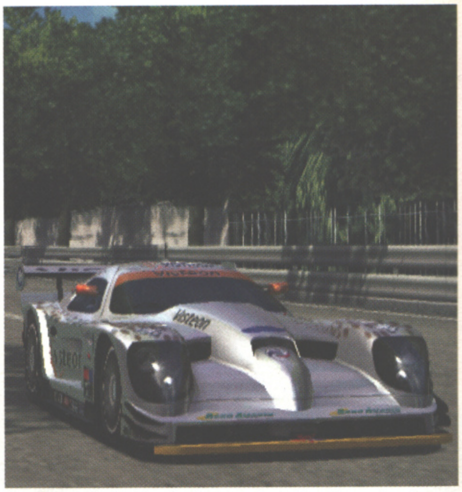
## COMPLEX STRING



The absolute Daddy of *GT3* courses – it combines just about every track feature you can think of into one twisting path of pain

This long series of chicanes can be taken pretty fast if you hit the right point on each corner's apex

These hairpin turns gradually ease into fast, sweeping corners



The Panoz C12 looks like a freaky mutant Ferrari, but it's a real racing car

Easy unlocks the next lot – finish a set on Normal or Hard to grab cool new cars. There's less sense of achievement, and no tinkering under the bonnet, but it's the easiest way to shiny new motor happiness.

### GRAND TOURISM

As *GT1* and *2* fans will tell you, *Gran Turismo* is a treat for the more petrol-headed 'cos it's like working as a mechanic and race driver without getting dirty hands.

Start out by buying a car – at first you can only afford a banger, so we recommend the Toyota Yaris T Sport to get started – and enter races to win more cash. Upgrade your car by buying new parts such as a turbo charger or better brakes and gearbox to make it go quicker. Either win or buy new cars until you can take on the best the car world has to offer.

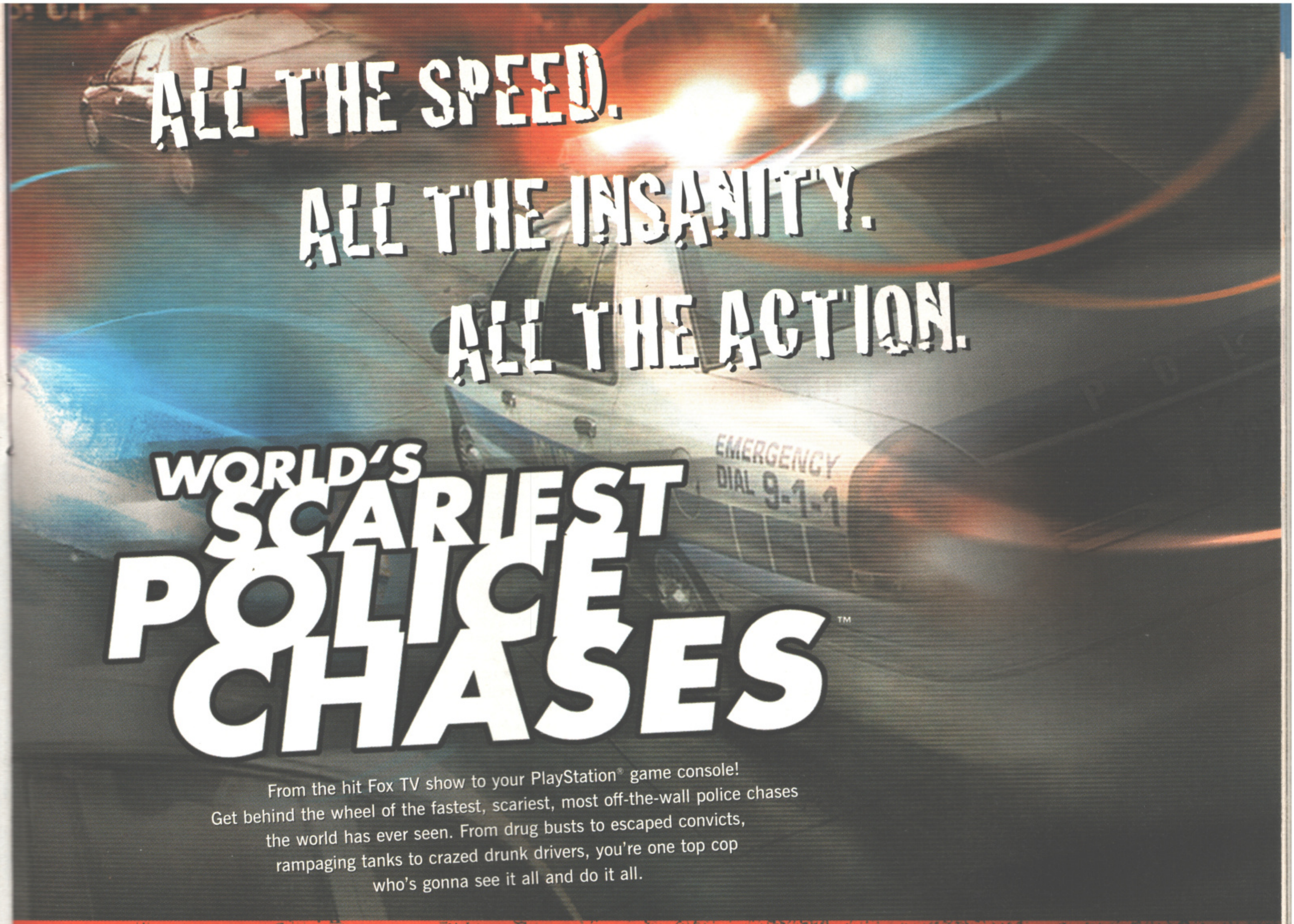
### ANALOGUE CONTROLS

The first two *Gran Turismo* games played well enough, but *GT3* has been tweaked to take the cars' handling to the next level. Even with a regular Dual Shock you reap the full benefit of analogue controls. You can see cars rocking on their suspension as they ride over bumps, and even squatting down realistically over the rear axle as you power away from the start line with the accelerator pressed full on. The analogue response is now much sharper, thanks to the extra processing power, so it's a lot easier to hold a long power-slide with subtle taps on the two sticks of the controller.

### CVG RECKONS

*You soon forget that this is "GT2 with less cars in". The amazing graphics and fully sorted car handling mean GT3 is the excuse you've been waiting for to buy a PlayStation 2.*

END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ALL THE ACTION.
WORLD'S SCARIEST POLICE CHASES™
EMERGENCY DIAL 9-1-1

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Fight crime through 20 tyre-screeching, gun-blazing missions.

Use a variety of vehicles and an arsenal of weapons to send the scum to the slammer.

Team up with a buddy to stop criminals together in Co-op Multiplayer Mode.

PlayStation®

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activision.com

# WHAT YOU NEED TO KNOW

**The Masters**

**0207 907 6541**
(Mon-Fri 3:30-6:30pm)
The.Masters@Dennis.co.uk

***Black & White:*** **Make sure there's no grey areas in your knowledge**

## BLACK & WHITE

**Help! I've just bought *Black & White*, and I'm a bit overwhelmed by it all. Do you have any tips that'll help me get started?**
***Dillwin Aintree, Cambs***

Well, the main aim of *Black & White* is to get as many villagers as possible to worship you. An almost instant way to convert people is to perform miracles such as heal spells, spiritual shields or lightning bolts. Another is to keep an eye out for the resources they are lacking and then provide them, or the means to get them. This includes such items as food and wood. Always check village stores to see if any flags are raised above it. Desires and needs that you can tend to in this method include needs for children and village expansion.

You'll need for word to get around for your followers' numbers to increase. If you build living accommodation on the edge of village boundaries, your followers will move in and your reputation will spread to surrounding areas. Once you've got worshippers, a quick way of increasing their numbers is to choose any male worshipper and drag them near any female. If a love heart icon appears then drop the male here and before you know it, they'll be expecting a child, who will join your flock when it's born. Do this with all worshippers and you can easily increase your flock by a third.

You've got to keep your followers happy or they'll leave, and one of the basic things they need is food. Drag and drop a follower over a field of grain and they will start harvesting the crop for food. Try building fields or forests near a shop and your villagers won't have very far to take their goods. Productivity in the village will go down if a villager dies, but the time they spend mourning will be less if they have a cemetery. Making one for them should be a high priority. Alternatively, you can just drag the dead out to sea.

***Skies Of Arcadia:*** **See parts of Aika no man should ever see**

## SKIES OF ARCADIA

**Have you guys noticed that weird bit on Pirate's Isle in *Skies of Arcadia*? You know, when Aika says she has to freshen up a bit, but when you go to her house you can't get in? What's all that about? It must mean something, surely.**
***Paula Dowell, Birmingham***

See the clothes line at the left of her house? Walk up to it. You should be able to see a handkerchief on that corner of the house. Get Vyse to search it and you'll see an FMV of something Aika doesn't want you to see... what she looks like with her hair down. And if you were expecting to see something else – behave.

## MARIO TENNIS

**I'm not doing too well at *Mario Tennis* on GBC. I think I'd do better if I had a cool racket – all the rackets I've found so far are useless.**
***Jerry Goodman, Dumbarton***

A bad workman always blames his tools, Jerry. Nevertheless, we can help you get a better racket. Go to the training courts with the Iron Racket and head up to the lake. Find the boy practising his swing, and tell him you don't like it. You'll show him yours and he'll laugh at you. This will make you angry enough to stamp your little feet. Now, press A as many times as you can in ten seconds. 100 presses will earn you the Silver Racket, and 150 presses will get you the Gold Racket.

## HARVEST MOON 2

**I want to know how on earth you get the animals. I've tried everything, I've completely covered the right fence of the field in grass, I have filled the pastures at the back of the cow and chicken pens**

---

## computer and video games GUARANTEED WINNERS

What's the matter? Game too hard for you? Or too easy maybe? Well, whatever your gaming woe you came to the right place. But then, you're a smart bunch, and we know you wouldn't go anywhere else for your tips. Except Easy Money, of course.

### NINTENDO 64

**■ STAR WARS: BATTLE FOR NABOO**

Here's another bunch of handy passwords to use in a galaxy far, far away...

TOOWEAK: Unlock all normal levels
LEC&FIVE: Unlock all normal levels, plus one secret level
EWERDEAD: Kill enemies with one hit
ADEGAN: Get advanced blasters
BOOM!?: Get advanced bombs
?NUNAPWR: Get advanced missiles
CANTMISS: Get homing torpedoes
RHUBARB!: Get Swamp Speeder
DRJEKYLL: Get Crazy Camera
WAKEUP: Get Concert Hall
MEMEME!: View credits

### GAMEBOY COLOR

**■ X-MEN: MUTANT WARS**

To jump to the level of your choice, just enter one of the codes below.

| CODE | LEVEL |
|---|---|
| OLNF7HYP | 4 |
| OKPF7HZG | 5 |
| 1KPF7HOD | 6 |
| 1KPG7H19 | 7 |
| 1KPF7J2C | 8 |
| 1KPF7J3L | 9 |

### PLAYSTATION 2

**■ WILD WILD RACING**

This is a two-part cheat. First go to the options screen, hold Square and press Up, Circle, Down, Circle, Left, Right, Left, Right, Circle. 'Secret' should appear in a box at the bottom of the screen. Next, start a single player game, entering NORTHEND as your name. You should find that all the cars and courses are unlocked.

**■ TIGER WOODS PGA TOUR 2001**

TIGER'S RED SHIRT: If you complete all of the courses in Play Now mode (there are 21 of them), you'll get the red shirt. With this, the ranges on all of his clubs will match his stats.

PUT YOUR OPPONENT OFF: When playing multi-player, just press Circle, Square, Triangle or X while your opponent is trying to swing. These will make various noises, thereby putting the other player off.

SPARE MACHINE 4
RANK
4/15
LAST 5
POW
596 km/h
0'26"71
BOOST

*F-Zero: Maximum Velocity*: Import gamers rejoice – first tips here

*Star Trek: Away Team*: Mission Ten will trouble you no more

TIME 05:26.55
07:00.00
ALT 3357 ft
00020
ACROBATIC POINTS
69 KNT
62.35

*Sky Odyssey*: How to unlock the hidden Shinden plane

**with grass and harvested 999 pieces of fodder, but still the guy in the livestock shop will not sell me any animals. It's really getting on my nerves. Please help!!!**
***Phillip Thomas, via email***
Chet, the guy who owns the shop, is quite picky about his customers, because he loves animals so much. Are you sure you've completely covered the areas you mentioned with grass? Could you not plant any more at all? Basically, there are set amounts of grass that must be growing behind the barn of each animal.

To buy a cow, you need to plant six bags of grass. To buy chickens, you'll need at least nine, and for sheep, plant at least sixteen bags. You should also completely cover the area behind the sheep pen with grass.

## F-ZERO: MAXIMUM VELOCITY

**Oi! Got any tips for *F-Zero* on the Game Boy Advance? It's excellent, but I wanna know more. It doesn't help that the manual is all in Japanese.**
***'Buzz' Matthewman, Halifax***
Well, that's the price you pay for being a hardcore gamer and buying games on import before your mates have even heard of them. Anyway, like most racers, *F-Zero* features a power start, but it's a bit different to the usual hit-accelerate-at-the-right-moment stuff. Your engine makes a range of sounds as it revs up. When the race starts, you want the engine to be making not the most high-pitched sound, but the mid-pitched one. Try and time your acceleration so that this happens.

If your engine is revved too high, you will start fast, but then slow down again just after the start. Another tip is that, when racing, the best way to manoeuvre tight corners is to take your finger off the accelerator rather than slow down, since when you press the accelerator again, you'll find that the racer stabilises. The way to succeed at *F-Zero* is to learn to combine this technique with drifting with the L and R buttons. You'll also want to use the shortcuts that crop up on the later tracks – they are visible on the map in the corner of the screen.

For these, you need to pull off longer jumps. To do so, press Down while holding A as you hit the jump pad. If you want a bit of extra help, you can watch the computer pull off these techniques by pressing Select on the title screen, which takes you to a hidden demo.

## STAR TREK: AWAY TEAM

**I don't seem to be able to fight the enemy crew on Mission Ten without failing the objective. What am I doing wrong?**
***Stephanie Cawood, Herts***
Try this little trick to overcome the patrols. Use the sniper rifle to take out one of the patrollers when he is just in the other's field of vision. (Don't use a phaser for this part, it will be noticed.) The other patroller will dash over to help the injured man, and in the process he'll leave himself open. Shoot him too – you can use the phaser this time if you wish

## MDK2

**I'm stuck on *MDK2* for the Dreamcast. On level seven, I run away from a spaceship and into a room where monsters constantly come down from a tube above. I can't get out of this room. It's driving me crazy!**
***Thomas Kelly, Drumnolan***
See the grate? Standing on this will activate a lock-ball in the vent to the right. Snipe that one, then go forward and snipe the one in the left-hand vent too. Clear the room of baddies before you proceed. You should now find that a current of air is coming up from the grate. You'll be able to ride the current up into another area. Snipe the lock-ball here and return to the room where you were stuck before. The middle lock-ball should now be available for you to snipe. Ride the air current again and you should be able to continue.

## SKY ODYSSEY

**On *Sky Odyssey*, I understand that there's a hidden plane that comes in bits. Where are the pieces?**
***Owen Miles, Isle of Man***
The Shinden pieces can be found in Adventure mode, on hidden landing strips. Find and land at the alternate strip in each of the below levels to get the piece.

You'll find it easier to locate the strips if you play through Target Mode to earn the Special Radar. The body of the plane is in the Towers of Terror level, the left wing is in the Labyrinth, the right in the Adventure Begins and the jet engine is in the Great Divide.

## LEGEND OF THE RIVER KING 2

**What are all the shellfish in the ocean area?**
***Angela Wood, Barnsley***
There're seven shellfish. There're two shells, a C ranked one and a D. One is on the shore near the shops, the other in the north-east corner, near the lighthouse. There are two scallops (A and B), one just south of the lighthouse, the other between the shipwreck in the south-east corner and a rock to its north.

The sea urchin is quite close to the second scallop. The bonnet is in the south-west corner, and finally locate the adusta murex at the north-west shore, just north of the dock. Some of these can be found in alternative places, so you shouldn't have too much of a problem.

### PC CD-ROM

**■ CLIVE BARKER'S UNDYING**
Press Tab as you enter each one.
LEVEL SELECT: start [followed by map name]
GOD MODE: eh
FLIGHT MODE: flight
INFINITE HEALTH: satan
INCREASE LEVEL OF SPELL: ampattspell
SET JUMP HEIGHT: setjumpz [followed by 0-2000: normal height is 250]
SET GAME SPEED: slomo [followed by 1-5]
THIRD-PERSON VIEW: behindview 1
UNDO THIRD-PERSON VIEW: behindview 0

### DREAMCAST

**■ RAINBOW SIX: ROGUE SPEAR**
Activate the Cheat Mode by holding L, A, B, Y and X, then pressing Down. Then, use the D-pad to bring up a variety of cheat options. You can switch on God mode, big head mode and invisibility mode, amongst others.

**■ ARMY MEN: SARGE'S HEROES**
Beats us why you'd actually want to play this but if you really must, then enter the following codes as passwords...
FULL HEALTH AND WEAPONS: JHNNBRZ.
MAXIMUM AMMUNITION: BNGBNGBNG

### PLAYSTATION

**■ SIMPSONS WRESTLING**
To play as Bumblebee Man or Moe, defeat either in New Challenger Circuit mode and save your game. Then select them from the Character Selection screen.
To play as Itchy & Scratchy, Kang and Smithers, you must complete the game in all three modes.

**■ THIS IS FOOTBALL 2**
Enter these button codes at the main menu:
NO SHIRTS: L2, L2, L1, R1, Square.
SMALL PLAYERS: L2, R2, R2, Circle, Circle.
GOALS MADE FROM SHIRTS: Square, Triangle, Circle, L1, R1.

**Send your queries to our address below. We'll print as many answers as we can, but we can't give personal replies via post.**

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THE MASTERS,
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W1P 5FF**

Psst...know any good tips or cheats for videogames? You do? Well, send them our way and we might be able to slip you ten quid. In untraceable notes. They can't touch you for it. Now there's an offer you can't refuse.

# EASY

## TIP OF THE MONTH

NINTENDO64

### ■ CONKER'S BAD FUR DAY

***Does your mother know you've been playing Conker's Bad Fur Day, Suzie Kaluzny of Dundee? Hmm. Well, since you've sent us so many excellent codes, we'll let you off this time. We're watching you, mind.***

Take your pick of the codes below...

| CODE | EFFECT |
|---|---|
| WELDERSBENCH | Unlock all chapters and scenes |
| PRINCEALBERT | Skip to Barn Boys chapter |
| CLAMPIRATE | Skip to Bats Tower chapter |
| CHOCOLATESTARFISH | Skip to The Heist chapter |
| BEELZEBUBSBUM | Skip to It's War chapter |
| ANCHOVYBAY | Skip to Slopranos chapter |
| SPANIELSEARS | Skip to Spooky chapter |
| MONKEYSCHIN | Skip to Uga Buga chapter |
| EASY | Easier controls |
| VERYEASY | Easier controls and difficulty |
| DRACULASTEABAGS | Fifty lives |
| DUTCHOVENS | Fifty continues |
| WELLYTOP | Play multiplayer mode as Conker |
| EASTEREGGSRUS | Play multi-player mode as Neo Conker |
| CHINDITVICTORY | Play multiplayer mode as Weasel Henchmen |
| RUSTYSHERIFFSBADGE | Play multiplayer mode as Sergeant and Tedi Leader |
| EATBOX | Play multiplayer mode as Cavemen |
| BILLYMILLROUNDABOUT | Play multiplayer mode as Gregg the Grim Reaper |
| BEEFCURTAINS | Play multiplayer mode as Zombies and Villagers |
| BOVRILBULLETHOLE | Allow all objects to be shot in multiplayer mode |
| SP**KJOCKEY | Extra death animation for multiplayer mode |

## PLAYSTATION 2

### ■ ARMY MEN: AIR ATTACK 2

***Chocks away, chaps. War in the air just got easier, thanks to Jacqui Peasgood from Loughborough.***

Jump straight to the level of your choice with these button codes.

| LEVEL | CODE |
|---|---|
| 2 | Up, X, Triangle, Right, Left, Square, Circle, X |
| 3 | Triangle, Circle, Down, Left, Square, Square, Up, Up |
| 4 | X, Right, Left, X, Circle, Square, Square, Triangle |
| 5 | Down, Down, Circle, Square, Circle, Square, Right, X |
| 6 | Triangle, X, Up, Left, Right, Left, Circle, Triangle |
| 7 | Right, Square, Right, Down, Circle, X, X, Right |
| 8 | Triangle, Right, Square, Square, Circle, Down, Down, X |
| 9 | Up, X, Square, Left, Right, Circle, Left, Left |
| 10 | Triangle, Up, Circle, X, Square, Down, Down, Down |
| 11 | Circle, Circle, Up, Left, Right, X, Triangle, Square |
| 12 | Right, Up, X, Right, Circle, Square, Triangle, Circle |
| 13 | Left, Left, Triangle, Circle, X, X, Down, Right |
| 14 | Square, Right, Circle, Up, Down, Square, Down, X |
| 15 | Left, Right, Circle, X, Square, Down, Down, Circle |
| 16 | Triangle, Circle, X, Right, Right, Circle, Square, Down |
| 17 | Square, Up, Up, Right, Left, Square, Down, X |
| 18 | Circle, X, Right, Triangle, Square, Up, X, X |
| 19 | Down, Right, X, Square, Right, Up, Circle, Circle |
| 20 | Up, X, Circle, Up, Left, Square, Circle, X |

### ■ SCOOBY DOO CLASSIC CREEP CAPERS

***Alfred Joseph from Skidby ain't afraid of no ghost.***

LEVEL SKIP: While in control of Shaggy, but not at the inventory screen or the options screen, hold L and press C-Up, C-Down, C-Up, C-Down, Up, Down, Up, Down, Left, Right, Left, Right.

INFINITE COURAGE: Again, when controlling Shaggy, hold L and press C-Up, C-Left, C-Down, C-Up, C-Down, Up, Right, Down, Left, Up, Left, Down, Right, Up, Down. You should hear Shaggy say "Wow", and his health bar should turn blue.

## DREAMCAST

### ■ PROJECT JUSTICE

***Thanks to Jane Hewlett from West London for these tips on finding extra characters in this madder-than-hell beat 'em up. FIGHT!***

PLAY AS BURNING BATSU: Play as Taiyo Gakuen in Story mode. Lose one round on purpose to Zaki, Yukira or Akira. After the match, Batsu will be replaced by lincyo. When fighting Vatsu, Burning Batsu should appear.

PLAY AS POWERED AKIRA: Play as Seijyun Syogakuen in Story mode. Defeat Wild Daigo, but do so without using any three-person team-up attacks.

PLAY AS WILD DAIGO: Play as Gedo Koukou in Story mode. Defeat Wild Daigo, this time making sure that you use a three-person team-up to defeat him in one or more rounds. Once you have defeated Demon Hyo, you should find that you unlock Wild Daigo.

PLAY AS VATSU: Complete the game in Story mode as Gorin Koukou.

PLAY AS ROY BROMWELL AND TIFFANY ROSE: Play as Pacific High School and complete the game in Story mode.

PLAY AS HYO IMAWANO: Complete the game in Story mode, with all the normal schools. This will also unlock the Dark Side Student Council.

PLAY AS KUROW: Complete the game in Story mode as the Dark Side Student Council.

PLAY AS DEMON HYO: Complete the game in Story mode, with all the endings and all the schools.

### ■ TOMB RAIDER: THE LAST REVELATION

***William Stanley of St Helens has unearthed this fine cheat code.***

To gain infinite ammo and medipacks, as well as all the weapons, position Lara so she faces directly north. (If you're having trouble getting her into this position, try finding something that faces north and hanging from it.) Go to the inventory screen. Highlight 'Small Medipack' and press L, Up, X, Up, R, Y, then return to the game.

### ■ SPACE CHANNEL 5

***Check out Eric Dawson's Space Channel 5 cheat, baby. Groovy!***

AUTO MODE: During the game, hold L and R while pressing Up, Left, A, Left, A, Down, Right, B, Right, B. In Auto Mode, the computer will take control of Ulala and complete the game with a view rating of 100%.

PC CD ROM

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# MONEY

## PC CD-ROM

### ■ THE SIMS: HOUSE PARTY

***Amanda Sudbury from South Shields receives ten quid for these codes. We recommend that she spends it on trifle and balloons and has a real party to celebrate. The jacuzzi is optional.***

Access the cheat window by clicking and holding Ctrl, Alt, Shift and C. Type 'rosebud' in the window and you'll receive $1,000. Typing 'interests' should show you your Sims' interests. Finally, in Buy Mode, typing 'move_objects_on' will let you dispose of old meals and bills.

### ■ SERIOUS SAM

***James Goodwin from Norwich sure ain't kidding around - he's got some cool cheat codes for Serious Sam. No, seriously.***

Just hold down the Tilde key (the one that looks like this: ~) and type in the code of your choice. You can toggle the first three codes on and off by simply typing the code again. Enjoy the carnage.

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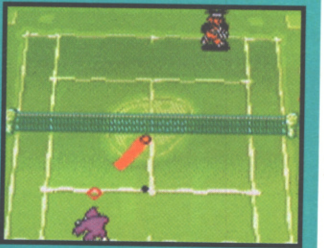
557200
7
90
100
29

| | |
|---|---|
| GOD MODE | Type in: PLEASE GOD |
| FLY MODE | Type in: PLEASE FLY |
| FLY MODE WITHOUT CLIPPING | Type in: PLEASE GHOST |
| ALL WEAPONS AND FULL AMMUNITION | Type in: PLEASE GIVEALL |
| KILL ALL ENEMIES ON SCREEN | Type in: PLEASE KILLALL |

## GAME BOY COLOR

### ■ MARIO TENNIS

***Game, set and match to Gary Chudwell of Telford, who wins a tenner for these Mario Tennis tips.***



EXTRA COURTS: Reach the third level of Shooting Star Challenge. Score 60 or more points and you'll unlock Castle Court. Similarly, if you get to 60 points on the third level of Target Aim Challenge, you'll unlock the Tropics Court. The Jungle Court is playable if you exceed 60 points on the Donkey Kong's Banana Bunch game, and the Star Court is yours if you do the same on Mario's Boo Blast.

EXTRA PLAYERS: Unlock Bob, Pam and Curt by defeating them in Junior Singles, Mario Tour and Senior Singles respectively. You can also unlock Princess Peach by completing the game in Doubles mode and Mario himself by completing the game in Singles mode.

### ■ SPACE INVADERS

LEVEL SELECT: On the main title screen, press Right, Right, Left, Right, Select. You should hear a bell if you've done it right. Now, the Options screen should include the Level Select option.

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Crash Bandicoot Series
D. Mirra Freestyle BMX
D. Nukem: L. of Babes
Digimon World
Dino Crisis 1 & 2
Discworld 2 & Noir
Disney's Dinosaur
Dracula Resurrection
Dragonball Z
Driver 1 & 2
Dune
FA P.L. F'ball Man. 2000
Fear Effect 1 & 2
FIFA Series
Final Fantasy 7, 8 & 9
Galerians
Gran Turismo 1 & 2
Grand Theft Auto 1 & 2
Grinch
Hogs of War
In Cold Blood
Koudelka
Legend of Dragoon
LMA Manager 00 & 01
Medal of Honor 1 & 2
MediEvil 1 & 2
Metal Gear Solid
Mission Impossible
Monster Rancher
007 Racing
Parasite Eve 1 & 2
Player Manager Series
Premier Manager Series
Prince Naseem Boxing
Quake 2
Rainbow Six
Rayman 1 & 2
Ready 2 Rumble 1 & 2
Res. Evil 1, 2, 3 & Surv.
Star Wars Series
Silent Hill
Simpsons Wrestling
South Park Rally
Special Ops
Spiderman
Spyro 1, 2 & 3
Star Ocean 2
Star Trek: Invasion
Syphon Filter 1 & 2
Tarzan
Tenchu 1 & 2
The World is not Enough
Theme Park World
TOCA 1,2 & 3
Tomb Raider 1,2,3,4 & 5
Tomorrow Never Dies
Tony Hawks 1&2
Toy Story 2
Urban Chaos
Vagrant Story
Vanishing Point
Who Wants to be Million
Worms Armageddon
Wu Tang:Taste the Pain
WWF Smackdown 1 & 2
X-Files

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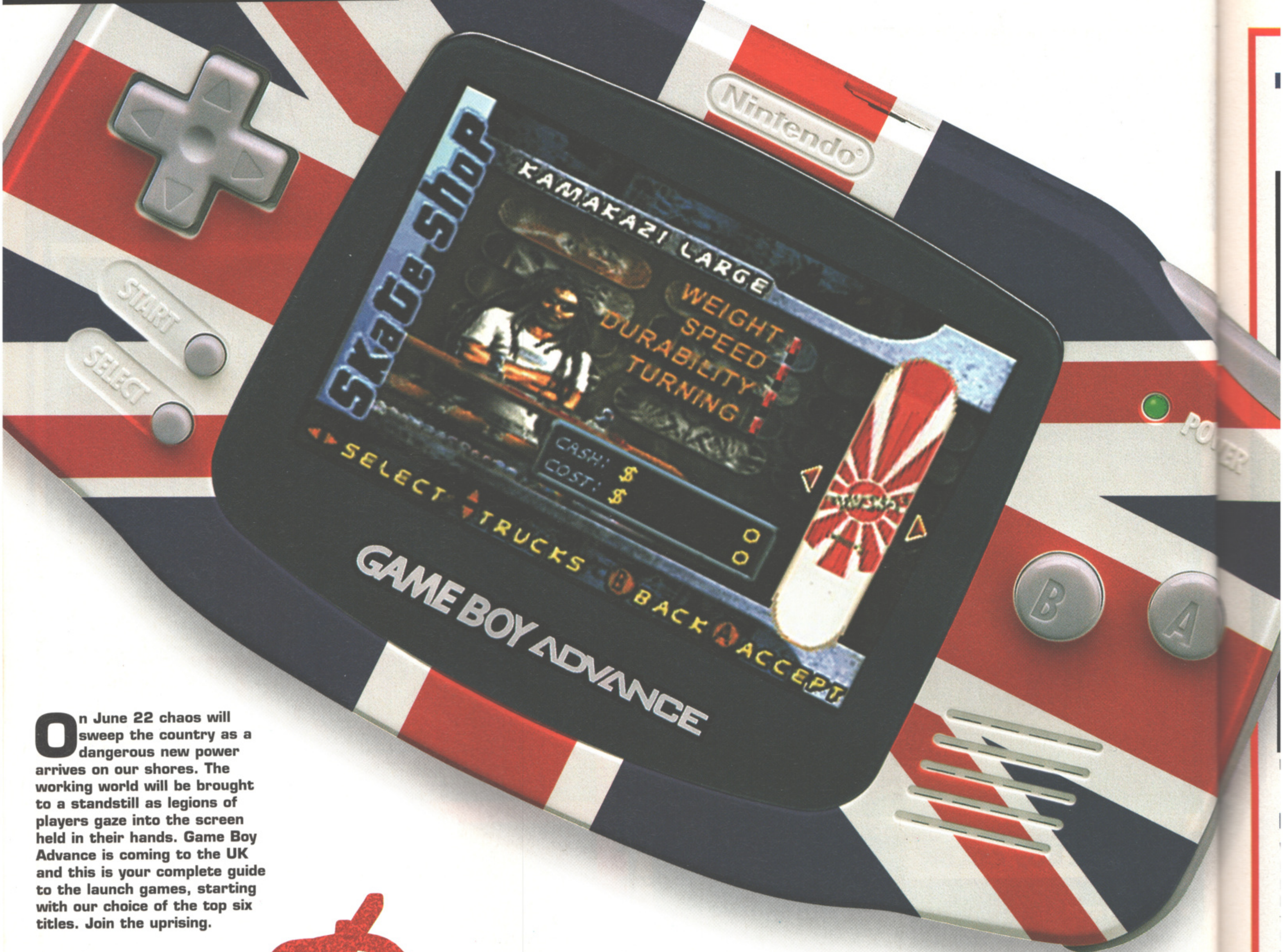
Nintendo
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GAME BOY ADVANCE
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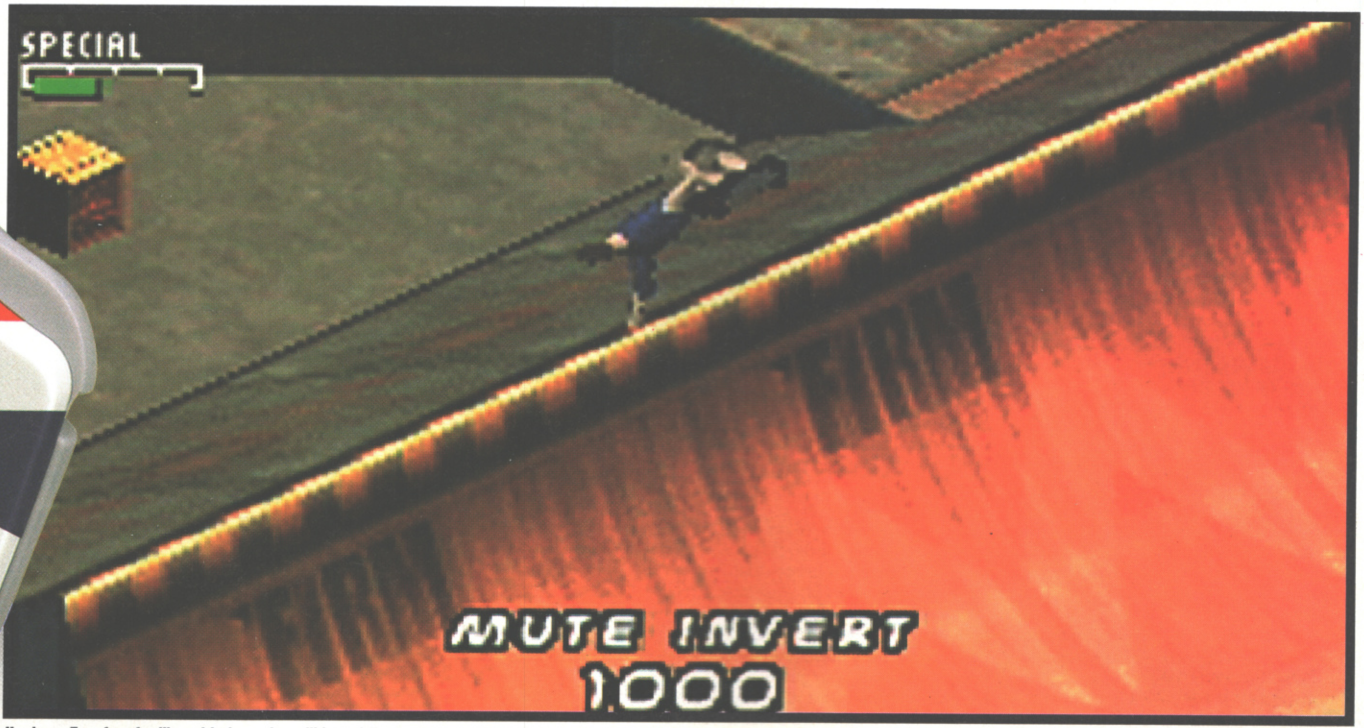
B
A

On June 22 chaos will sweep the country as a dangerous new power arrives on our shores. The working world will be brought to a standstill as legions of players gaze into the screen held in their hands. Game Boy Advance is coming to the UK and this is your complete guide to the launch games, starting with our choice of the top six titles. Join the uprising.

# GBANARCHY IN THE UK

Don't look like a handheld punk on launch day. Use our guide to the Game Boy Advance revolution

# TONY HAWK'S PRO SKATER 2



Hardcore Tony fans familiar with the series will be twirling on their trucks to read that the warehouse level from the original *Tony Hawk's Skateboarding* has also been included on GBA. Sweet as!

*MULTIPLAYER* ***NO*** *COST* ***£34.99***

### WHAT YOU NEED TO KNOW

Prepare to be blown away as the Hawkster soars to new heights on GBA. Tony Hawk is a legend in the skating world, and his name should live forever in the gaming Hall of Fame with this instant classic. The full capabilities of Nintendo's little bundle of joy are obvious the moment you hit Start, and what follows is, simply, nothing short of handheld genius.

### FLIPPIN' HECK

Your chosen skater's character model comes alive with mind-blowing animations that twist and turn across the beautifully detailed isometric environments, where you're free to go pretty much anywhere. *TH2*s behind-the-skater camera angle on PSone has been switched to a fixed 45° viewpoint for GBA, so getting to grips with the movements of your chosen skater is a little tricky at first, even for experts. But with a bit of practice, you'll soon be happily carving up the concrete with your crazy skills like a true trickster.

### AS A NUT

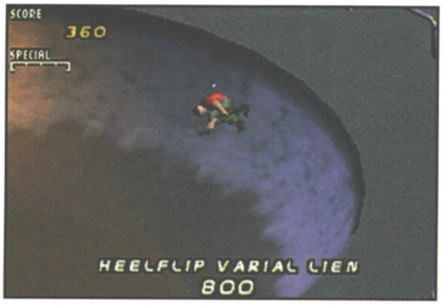
The amazement begins with the smoothness of the visual bliss. And under this sleek exterior lies that famously sweet *TH2* gameplay, virtually identical to the DC version. You gain cash for completing challenges, stringing together ridiculous numbers of tricks and leaping over giant gaps. And though a few features have been left out (Create-a-Skater, Park Editor, and Multiplayer) *TH2* on GBA will still leave you shaking the first time you play it.

### WORTH PLAYING?

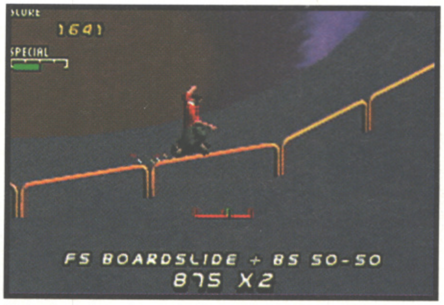
Without doubt, *TH2* is the best game on GBA anywhere in the world at the moment and we doubt it'll be bettered for a while yet. What's more, we love Activision for not making us European players wait ages for its release. The breathtaking style and technical magnificence of this title are unrivalled in handheld history. Even though the *TH* format has been altered for GBA, the different camera angles and new disciplines required make for a unique and highly addictive experience.

As you cruise through the courses pulling off flips, grabs and mad grinds, you'll wonder how any other handheld game could possibly match it. We love it, you should love it, and Activision certainly love it – they're so confident it'll be a smash that they've already announced *TH3* for GBA. Righteous.

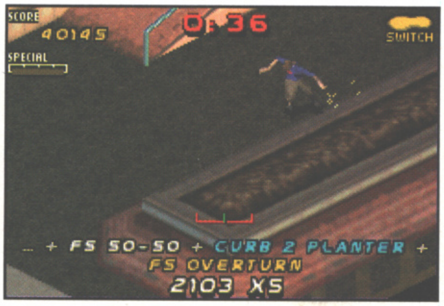
★★★★★



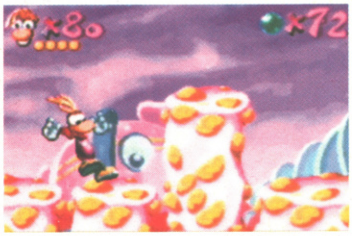
Use the full force of the bowl to soar like a bird. Or a Tony

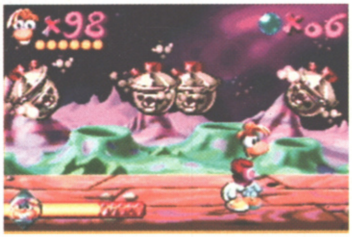


High wire balance is required to conquer these lengthy rails



Pull off crazy moves and rack up mega points by linking tricks


Pretty doesn't even begin to describe the visuals


Watch out for the crazy spinning pressure-cookers

# RAYMAN ADVANCE

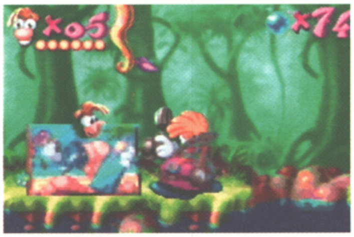
MULTIPLAYER **1-2 LINK UP**
COST **£34.99**

### WHAT YOU NEED TO KNOW

*Mario Advance* is good, but the moment we realised GBA was something special was when we first inserted the *Rayman Advance* cart. Visual style-wise, it's head and shoulders above the other launch titles, and while *Hawk's* is technically amazing, nothing prepares you for the juicily multi-layered worlds seen here.

### VARIETY PACK

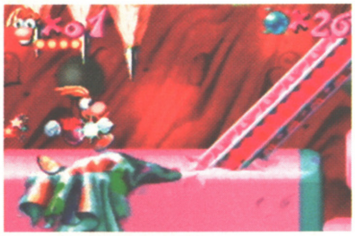
Graphics don't mean squat if there's a trashy game beneath. Praise be then, as *Rayman Advance* offers an incredibly varied and always enjoyable challenge. You'll be leaping through wooded vales one minute, rescuing imprisoned Electoons the next. Then you'll be riding on the back of a giant mosquito, all the while learning new skills that help you find new treats in old areas of the game. The variation is what impresses most and helps you see past the platform game clichés.

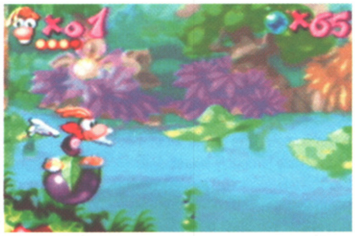

Say cheese! This photo guy pops up all over

### WORTH PLAYING?

Die-hard Nintendoids will opt for *Mario* over *Rayman* every time, but as to which game is better it's a pretty close call. *Mario* wins in the multiplayer stakes, but Rayman's solo play is like a beautiful, honey-drizzled dream. It's true that the game uses every platform trick in the book. Things can also get incredibly tough later on, but the game is so bursting with charm and the cleverest of touches that only the fussiest of players will have cause to grumble.

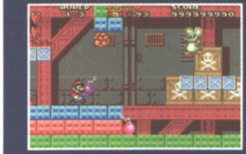
★★★★☆


Our limbless chum gets a little lead in his pencil


Rayman can straddle these plums to bounce around

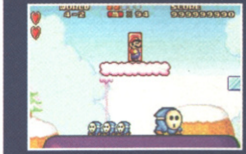
## MARIO ADVANCE

MULTIPLAYER **1-2 LINK UP** COST **£34.99**



### WHAT YOU NEED TO KNOW

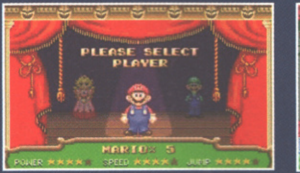
El Daddio of the videogame scene bursts onto GBA in an incredible multiplayer though slightly uninspiring single player game. Link up with four friends and just one copy of the game to play the shell-throwing, bin-rumbling *Super Mario Bros Classic* for maximum thrills.

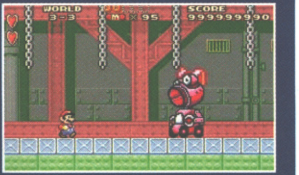


### WORTH PLAYING?

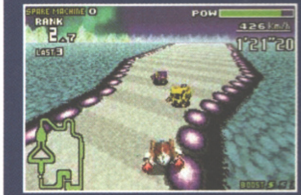
Every Nintendo machine needs a Mario to launch with but the single player game just isn't on a par with Mazza's other adventures. Buy it for the awesome multiplay and think of the single player game as a bonus.

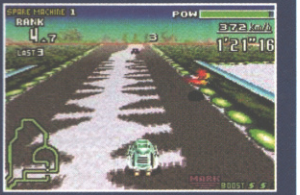
★★★★☆





## F-ZERO: MAXIMUM VELOCITY





MULTIPLAYER **1-4 LINK UP** COST **£34.99**

### WHAT YOU NEED TO KNOW

The ultra-fast space racer doesn't quite cut it compared to other UK launch games. It's graphically a tad bland and overly difficult but the intense speed and four-player link-up games genuinely impress.

### WORTH PLAYING?

In terms of handheld racers it is a massive step up from what's gone before, but the level of challenge offered isn't for the lightweight gamester. Like *Mario*, it's better with friends than alone.

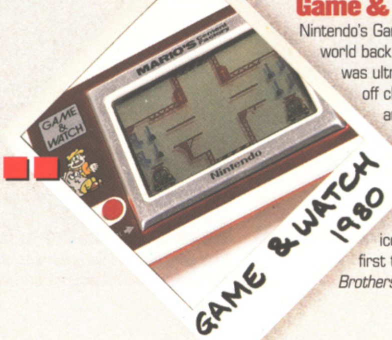
★★★☆☆

A BRIEF HISTORY OF HANDHELDS A BRIEF HISTORY OF HANDHELDS A BRIEF HISTORY OF HANDHELDS A BRIEF HISTORY OF HANDHELDS A BRIEF HISTORY OF HANDHELDS

# IN THE BEGINNING...

## A brief history of handhelds

**GBA is the culmination of two decades of handheld experimentation, with some efforts more successful than others. Take a peak at CVG's album of happy (and not so happy) memories...**


GAME & WATCH 1980

### Game & Watch – 1980

Nintendo's Game & Watch toys first hit the gaming world back in 1980. Even though the technology was ultra-basic, these handhelds produced one-off classics such as *Manhole* and *Oil Panic*, and showed the first signs of Nintendo's commitment to great gameplay.

Although the likes of *Mario* and *Donkey Kong* had already appeared in the arcades, Game & Watch brought some of Nintendo's iconic characters into the home for the first time – *Donkey Kong Jnr*, *Super Mario Brothers* and *Zelda*.

# GT ADVANCE

*MULTIPLAYER* ***1-2 LINK UP*** *COST* ***£34.99***

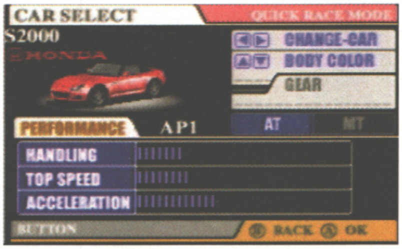
### WHAT YOU NEED TO KNOW

*GT Advance* offers a little taste of *Gran Turismo* style driving action on GBA – quite a sexy proposition for race heads. Trouble is it doesn't quite offer the level of depth or the intuitive controls we wanted. The game looks the part though, and there are plenty of courses, unlockable vehicles and tune-up options.

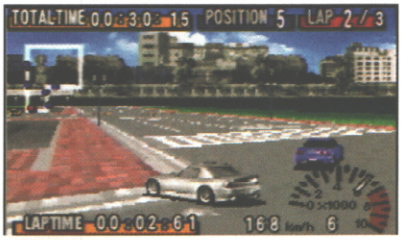
### WORTH PLAYING?

If it's real cars and tracks you're after then *GT Advance* is the handheld racer for you with it's slick visuals and realistic feel. There are some silly flaws though, such as the way you can drive through roadside billboards and trees, and the sound is pretty ghastly. Solid racing action that's fun, but not original enough to shine.

★★★☆☆



**Car stats are examined and tweaked in the garage area**



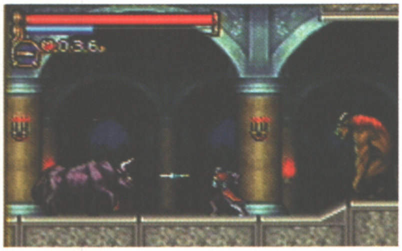
***GT* plays well enough, just don't expect to be bowled over**

# CASTLEVANIA: CIRCLE OF THE MOON

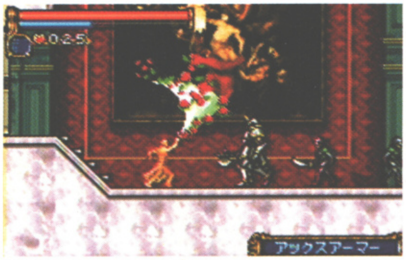
*MULTIPLAYER* ***NO*** *COST* ***£34.99***

### WHAT YOU NEED TO KNOW

Not one but two dashing, whip-wielding heroes need your help to banish Dracula in this darkly delicious horror platformer. Staying faithful to the roots of the *CastleVania* series, the 2D action is just as much about exploring the massive castle areas as it is about sending Dracula's minions back to hell using impressive medieval weapons. RPG elements include seeking out special cards to help power-up your attacks.



**Shoot the scary ox in the head, but watch your back**



**This fiery boss encounter is just one of many excellent bits**

### WORTH PLAYING?

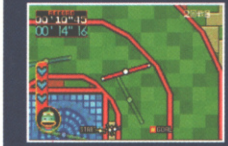
Forget the recent 3D attempts to revamp the series on N64 – 2D whip-cracking is where it's at. *Circle of the Moon* is a huge, incredibly tough game that rewards perseverance. That icy pure *CastleVania* gameplay is there in spades.

★★★★★

## SEXY SIX MORE

You've seen the best now see the rest. If you've got cash to burn come GBA launch day you could do worse than check out the rest of the launch line-up.

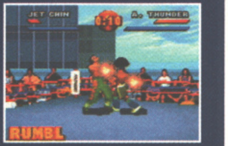
### KURU KURU KURURIN



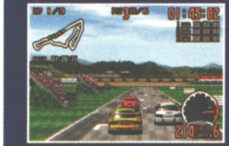
Original, but fist-eatingly frustrating puzzler that will put a smile on your face with its stick-spinning antics. Mostly excellent but as with all puzzle games it gets repetitive. Good four-way multiplay though.

### READY 2 RUMBLE: ROUND 2

Box clever in a visually impressive version of the console comedy smack 'em up. As the only fighter available at launch, it should do well with its two-player pugilism.



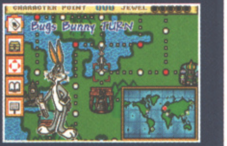
### GT CHAMPIONSHIP



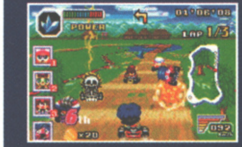
GBA's other serious driving game doesn't have the Mode 7 graphics of *GT Advance* and feels more restrictive, but it's a complete enough experience for committed race-heads. Old fashioned but fun.

### TWEETY & THE MAGIC GEMS

Four-player *Mario Party* style board game aimed at a younger audience but fun for all. Massive play areas and inventive minigames were enough to make us smile.



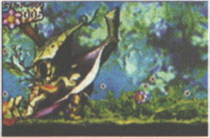
### KONAMI CRAZY RACERS



Games giant Konami's biggest characters get it on in this colourful racer. Features link-up play and tasty cartoon visuals. Could be worth waiting for *Mario Kart*, though.

### PINOBEE: WINGS OF ADVENTURE

Cute platform buzz 'em up featuring a robot bee looking for a heart. Nice graphics and simple gameplay make it ideal for younger players, but lacks the looks of *Mario* and the gameplay of *Rayman*.



## A BRIEF HISTORY OF HANDHELDS A BRIEF HISTORY OF HANDHELDS A BRIEF HISTORY OF HANDHELDS A BRIEF HISTORY OF HANDHELDS A BRIEF HISTORY OF HANDHELDS

### Game Boy – 1989

Released in 1989, Game Boy was the first cartridge-based handheld and sparked a worldwide phenomenon. *Tetris* and *Super Mario Brothers* were soon joined by a huge catalogue of games. The link cable added a new dimension to handheld gaming, proving the Big N had created a truly groundbreaking machine.

Nintendo GAME BOY
GAMEBOY 1989

### Lynx – 1990

Following Atari's quiet period in the Eighties, they were determined to make a comeback in the Nineties with the 16-bit Lynx. Its colour screen and graphical capabilities impressed the world, but a weak game line-up scuppered the platform. Together with a hefty price tag of £180, this made the Lynx an expensive and limited option.

LYNX
ATARI
LYNX 1990

### NEC TurboExpress – 1990

Never released in the UK, the NEC TurboExpress was a handheld 8-bit PC Engine using the same carts. As the PC Engine had been around for a couple of years, a job lot of quality games were readily available. The likes of *R-Type* and *Shinobi* meant this handheld was blessed from the outset, but an import cost of £250 meant it was a costly luxury.

GT
NEC TURBOEXPRESS 199

# ADVANCE WARNING

Once you've busted the killer launch games wide open, start saving for these beauties…

## IT'S DA BOMB

### BOMBERMAN TOURNAMENT

*OUT* **SUMMER** *MULTIPLAY* **1-4 LINK UP**

**With a string of quality bomb-busting console games to his name, the dinky dynamite dude deserves to enjoy a much more elevated status than he currently enjoys. Bomberman is still a bit of a cult figure, waiting in the wings for mainstream Western praise. We reckon that time is now, with the advent of his latest game on GBA. Bring on the dancing girls and a fanfare of trumpets: *Bomberman Tournament* is gonna be huge.**

### MULTIPLE, SCREAMING

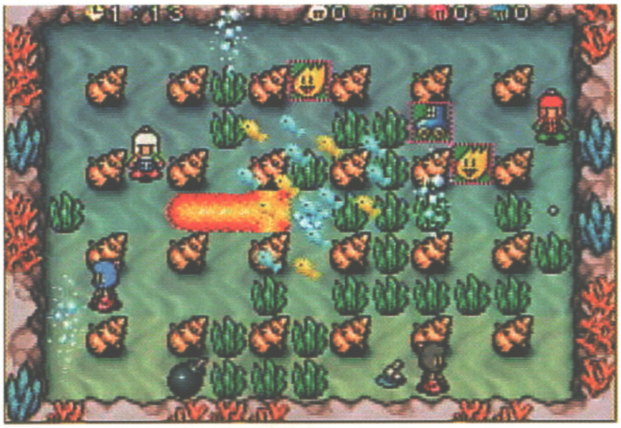
Bomberman games have always been known best for their multiplayer action and *Tournie* doesn't disappoint. Using three link cables and the GBA's clever flash memory, four players can link up for a taste of truly awesome multiplayer bombing and puzzling. Don't be fooled by the simplistic screenshots shown here, the explosive action is to die for. You're going to need eagle eyes and lightning reflexes to beat three-other like-minded players.

The joy of playing with friends lies in the sheer cunning, out-witting and out-plotting of your opponents' moves. It's a bit like chess – if chess had massive explosions and crazy little men running around laying bombs. An immense choice of arenas of varying trickiness await, and power-ups appear for all to scrabble for. Make no mistake – this is a gaming experience you need to try.

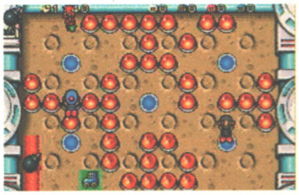
### MYSTERY MAN

Our Japanese version, called *Bomberman Story*, has barely been extracted from our GBA since it came into the office and yet we're only experiencing a fraction of what the English language version will offer eager TNT lovers. This latest *Bomberman* outing features a full-on RPG mode that looks, visually at least, a bit like a *Zelda* adventure.

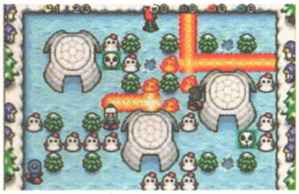
How it plays will have to remain something of a mystery just yet due to the impenetrable text. What we've seen bodes very well though. Tack onto this the stunning multiplay action and talk of *Pokémon*-style creature nurturing and trading with friends and you've got probably the most exciting multiplayer GBA title after *Mario Kart Advance*. Now, where are those dancing girls?



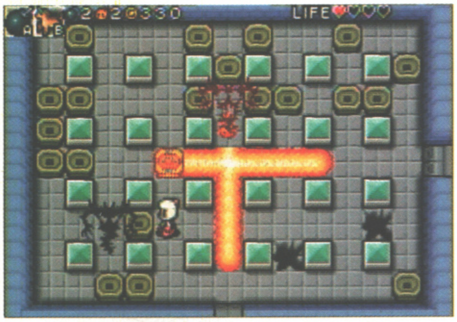
Different arenas feature different hazards and bring about nice new graphical styles



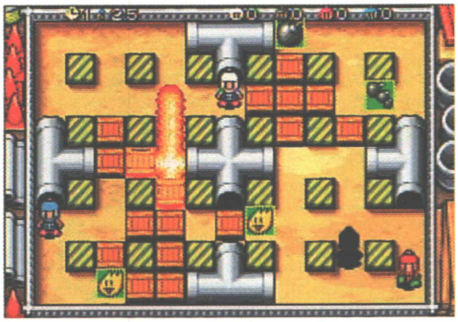
Crazy red eggs. Blow everything up to win



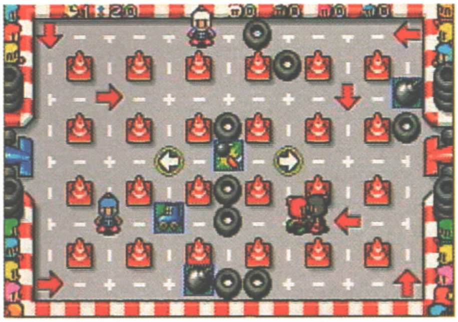
Forget 'Walking in the Air' – bomb instead



The radius of explosion depends on your current power level



This pipe-filled level would be at home in a *Mario* game

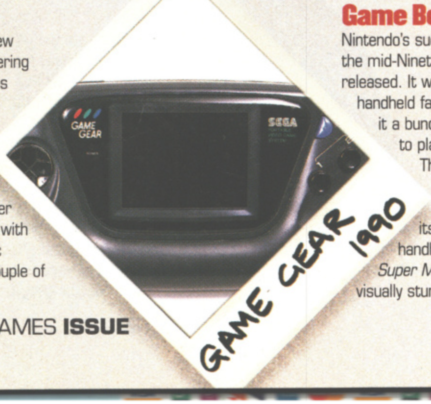


Vrooom! Pedal to the metal in this parking lot themed arena

A BRIEF HISTORY OF HANDHELDS A BRIEF HISTORY OF HANDHELDS A BRIEF HISTORY OF HANDHELDS A BRIEF HISTORY OF HANDHELDS A BRIEF HISTORY OF HANDHELDS

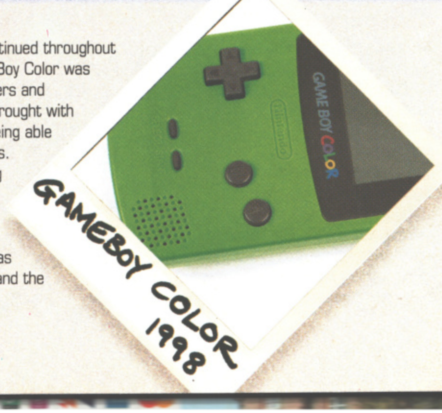
### Game Gear – 1990

The early Nineties were a battleground for new handhelds, and unfortunately Sega's 8-bit offering didn't really stand a chance. The potential was there, as the Game Gear arrived with a wide number of converted Master System titles, and classics such as *Outrun* and *Space Harrier*. But even Sega's little blue hedgehog couldn't lure the punters in. Being back-lit meant it guzzled batteries faster than you could put them in, as was the case with the Lynx and TurboExpress. The lack of public interest meant the machine was canned a couple of years after its release. Poor old Sega.



### Game Boy Color – 1998

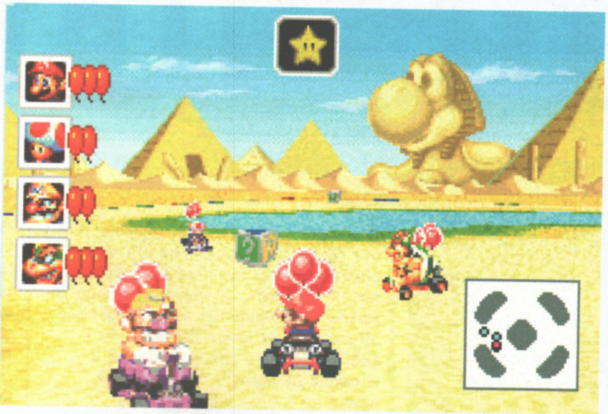
Nintendo's success with the Game Boy continued throughout the mid-Nineties. Then in 1998 the Game Boy Color was released. It was everything Game Boy owners and handheld fanatics had dreamed of, and brought with it a bundle of new titles, as well as being able to play all the old Game Boy games. Though it maintained the styling of the original machine, Nintendo's new kid made its own distinctive mark on the handheld industry with titles such as *Super Mario Brothers DX*, *Zelda DX* and the visually stunning *Rayman*.



### MARIO KART ADVANCE

**OUT**AUG/SEP **MULTIPLAY**1-4 LINK UP

Perhaps the world's most eagerly awaited handheld game, *Mario Kart Advance* is sure to rock the portable planet. It's incredibly fast and there are twenty all-new courses to tackle plus the famously amazing battle modes. One to buy a bunch of link cables for.

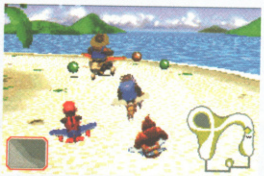


▶ The latest shots of *Mario Kart Advance* released at E3 are looking sweeter than ever. Check the battle

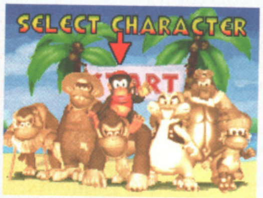
### DIDDY KONG PILOT

**OUT**2002 **MULTIPLAY**1-4 LINK UP

Looks like an aerial *Mario Kart* with Diddy Kong and all the Rare staple characters buzzing each other and pulling off stunts the Red Arrows would be proud of. It's early days but it all sounds promising, even if it is another cute racing game.



▲ Aarghh! It seems GBA won't be free from the glut of cartoon racers dogging other systems. At least Diddy looks pretty nice

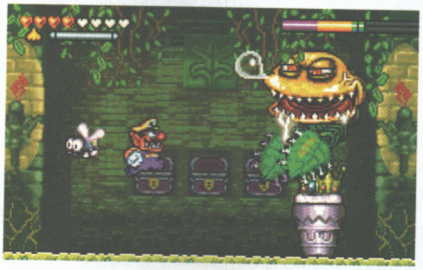


▲ *Diddy Kong Pilot* will let you choose racers from a selection of old Kong favourites. We reckon King K. Rool will be there too

### WARIO LAND

**OUT**WINTER **MULTIPLAY**NO

The *Wario Land* games have been a bit hit and miss but, if looks are anything to go by, it seems as though Wazza is back on top evil form on GBA. For the first time in the series Wario can now die, so you're really going to have to watch your ass.

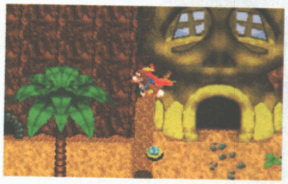


◀ Feed me Seymore! This giant plant needs some weed killer and fast. It's visually great folks

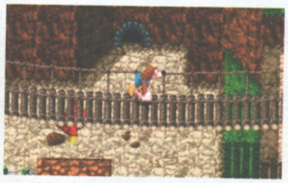
### BANJO-KAZOOIE: GRUNTY'S REVENGE

**OUT**2002 **MULTIPLAY**NO

A kind of alternate reality version of *Banjo-Kazooie*, telling the tale of what might have happened if big bad Grunty hadn't been rescued by her sisters in *Banjo-Tooie*. Even on GBA the Bear and Bird are instantly recognisable, as is the graphical style.



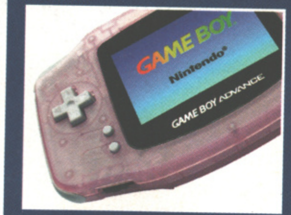
▲ It's Mumbo Jumbo's hut on GBA!



▲ With Rare on board, GBA wil rock

## IN THE PINK

### GBA RED



Lucky Japanese and American players may get their machines earlier than us Euro players, but just to prove the company does love us really, at least Nintendo is launching the previously special-edition Jap-only transparent red Game Boy Advance alongside the three original colours. The fact that it's actually more a sort of pinky shade makes us wonder whether Nintendo are responding to the rise in female gamers as much as anything else.

### POKEMON CARDREADER

GAME BOY
Nintendo
GAME BOY ADVANCE

As CVG went to press, the Big N had yet to confirm exactly which peripherals and add-ons would be available on launch day, but it's a safe bet there'll be at least a battery pack and light unit for playing under the covers when you're supposed to be snoozing.

While keeping tight-lipped about add-ons, the Big N was happy to shout about its forthcoming Pokémon Card-E-Reader. This excellent little device clamps onto the back of a GBA and lets you` scan in bar codes that appear on the next generation of Pokémon Trading Cards. The codes let you view stats and animations, and even play minigames on your GBA. Compatibility with future *Pokémon* games is unconfirmed, but highly likely.

### CVG RECKONS

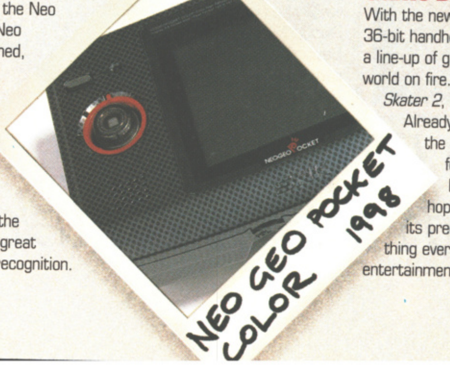
*After June 22 your hands will never have had so much fun. And games like* Tony Hawk's *prove that Game Boy is not just for kids anymore.*

END

A BRIEF HISTORY OF HANDHELDS A BRIEF HISTORY OF HANDHELDS A BRIEF HISTORY OF HANDHELDS A BRIEF HISTORY OF HANDHELDS A BRIEF HISTORY OF HANDHELDS

### NEO GEO POCKET COLOUR – 1998

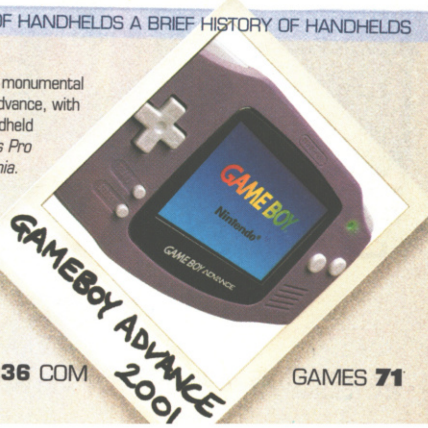
Another import, and a great little machine, the Neo Geo Pocket Colour was released in 1998. Neo Geo's 16-bit handheld was beautifully designed, with its compact and lightweight body and the long battery life making it an ideal travelling companion. The games mainly catered for the Japanese market, but a few titles tapped into universal tastes such as *SNK vs CAPCOM: Match of the Millennium*, *Sonic Pocket Adventure* and *Dark Arms*. However, for all the Neo Geo's design achievements, the lack of great titles crippled any chance of serious global recognition.



### Game Boy Advance – 2001

With the new millennium Nintendo release a monumental 36-bit handheld by the name of Game Boy Advance, with a line-up of games that's sure to set the handheld world on fire. Just take a look at *Tony Hawk's Pro Skater 2*, *Rayman Advance*, and *Castlevania*.

Already a storming success in Japan, the US and UK can be sure to follow suit. With up to 20 hours of battery life and hopefully all the peripherals of its predecessors, the GBA is the best thing ever to happen to handheld entertainment. Get one now.



# computer and video GAMES mailbag

Send your letters to: Mailbag, Computer and Video Games, 30 Cleveland Street, London W1P 5FF. Or email us at: mailbag.cvg@dennis.co.uk

### STAR LETTER

## IS IT A HAPPY BIRTHDAY, SONIC?

**What's happened to all the DC games? I know Sega has stopped making the console, but we were promised dozens of new releases before the final curtain was drawn. Yet you've featured less and less DC games in recent issues. What's happened to those big titles like *Sonic Adventure 2* and *Crazy Taxi 2*?**

***Gary Green, Belfast***

Good question – we were wondering ourselves. When Sega announced DC production was to be canned, it claimed there were still around 100 DC games to look forward to. Now it's looking more like that figure will be scaled back – maybe to as little as 60 titles, according to our sources.

The good news is that as we went to press, *SA2* was due for release on June 23 and *CT2* just before. We were promised code for both this issue, but only *CT2* turned up, even though it's released after *SA2*. Long-awaited *Soldier of Fortune*, *Outtrigger* and *Evil Dead* code finally arrived too. Hardly a flood of games, but there's some respectable titles in there and E3 proved there's still a fair bit to look forward to. It's just a little ironic that they should choose June 23 – Sonic's tenth birthday – to release what could well be the blue 'hog's last appearance on a Sega console.

Anniversary
SONIC
THE HEDGEHOG
10TH

## MORTAL POKE-BAT

**The other night my little brother dug our MegaDrive out of the loft and shoved *Mortal Kombat 3* in while I sat on the sofa, desperately trying to re-train my Pokémon after he erased all my 150 at levels 96-100. As I battled Sabrina the gym leader, I thought to myself, "Why can't it speed up a bit – why can't my Pokémon battles be in real-time. This would be like taking taking *Pokémon Stadium* a stage further while pulling back into 2D like *Street Fighter*." Well, that's my spurt of genius over for the month. Maybe you'll pass it on to Nintendo.**

***Dev, via email***

02:00
3P
33%
66%
14%
5%

We're amazed by your Mystic Meg talent for conjuring up such visionary images of future games, like *Super Smash Bros.*

## HOW MUCH?

**Is Nintendo deliberately trying to annoy UK players? First it's the obscene cost of *Conker's* – almost as much as a new machine – then it's the delay of *Paper Mario* (which looks very good though).**

***Sam, Kent***

That'll be the £59.99 asking price you're talking about – but hey, with so few titles coming out for N64 in the run-up to GameCube, they've got a captive audience and can charge what the hell they want. As for *Paper Mario* slipping from September to October, it ain't exactly the worst delay in videogaming history.

## SICK BOY

**I'm sick of the state of gaming today. The rise of casual gamers over the last few years has killed off creative and original titles and replaced them with more football and arcade racers than anyone could possibly play in an entire lifetime.**

**I remember the days of awe in videogames, but now after a billion rip-offs of *Sonic*, *Shining Force* and *Streetfighter 2*, it's BORING! It seems the only company bringing out original and exciting titles is Sega. It seems to know what the hardcore gamer wants, and that is: something new.**

***Peter Garbett, Guildford***

## SET TOP FOXES

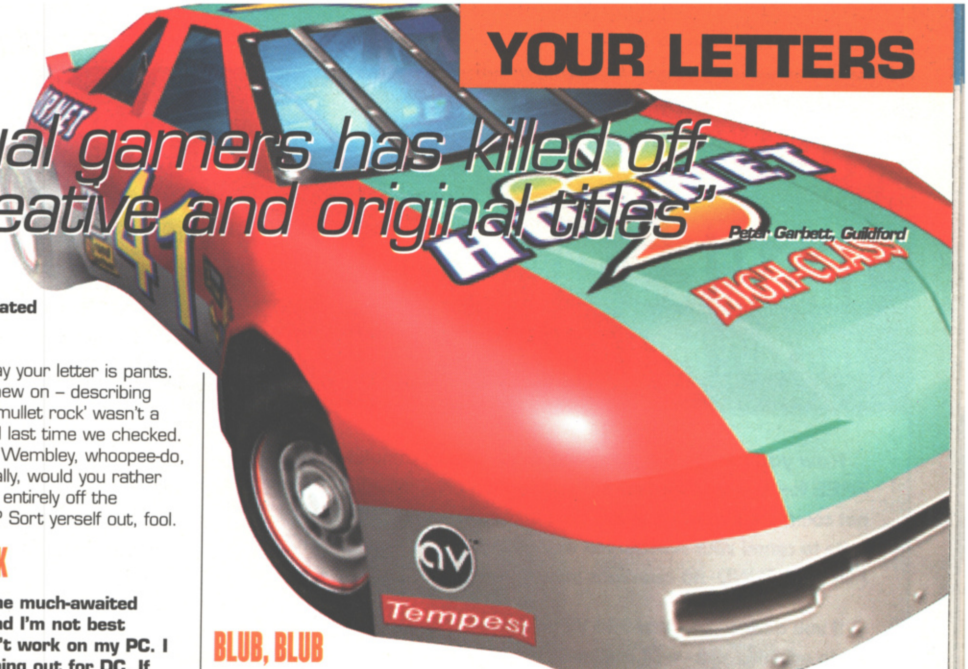
**Sony makes great consoles and great games, but it should combine PlayStation 2 with a 32-inch television. It may cost more than the average TV, but it'd be well worth the money. A built-in PS2 would be like a TV with a PS2 *and* a DVD player. Or alternatively, Sony, Panasonic or JVC should team up with the likes of Nintendo and Sega to produce state of the art console-and-TV combos.**

***Calvin Chu, via email***

Sega has already announced it is looking into providing gaming content for so-called 'set-top box' home entertainment systems. You can bet good money all the big players have looked at it. The only problem is, no-one knows if the idea will fly or just dive.

"Sony should combine PlayStation 2 with a 32-inch television"

*Calvin Chu, via email*



## "The rise of casual gamers has killed off creative and original titles"

Peter Garbett, Guildford

### AM I HARD OR NOT?

**After Issue 234's Hardcore Gamers feature, I want to nominate myself for the category. First of all, I have a tattoo of Jin Kazama from *Tekken 3*, which I had done when I was fifteen. It's not identical, as I forgot to take a picture with me so I had to draw it out from memory! Secondly, I have a limited edition Japanese Dreamcast; one of the first 200 or so off the production line with a picture of the then president of Sega on it. Thirdly, I got a Game Boy Advance on the 9th of March, two weeks before the official Japanese release (industry contacts). Add my massive games collection and the fact that I have only missed one issue of CVG in four years, and I think I'm a pretty good candidate.**

***Matt Potts, via email***

Can anyone top this? Send us your stories of hardcore game-loving.

### YOU SUCK

**Just writing to say your magazine is pants. Firstly, having a dig at The Offspring in Issue 234: The Offspring have sold millions of albums, can sell out two consecutive days at Wembley, and have the most downloaded track on Napster. Do you think your opinions count for s**t you ignorant p****s? Secondly, when you said 'we all gave a sigh of relief when Sega said it was gonna make games for Sony', real Sega fans actually DIDN'T give a sigh of relief. It was more of a frustrated scream.**

***Ben, via email***

Just replying to say your letter is pants. Some points to chew on – describing The Offspring as 'mullet rock' wasn't a crime against cool last time we checked. As for them filling Wembley, whoopee-do, so can Steps. Finally, would you rather Sega disappeared entirely off the videogaming map? Sort yerself out, fool.

### BLACK & BLACK

**Today I bought the much-awaited *Black & White* and I'm not best pleased. It doesn't work on my PC. I heard it was coming out for DC. If so, when? Please tell me, 'cos I need to experience its true power.**

***Ryan Bailey, via email***

There's no easy way to break this to you Ryan, but it's been canned. Versions for GBC, Xbox and PSone were all talked about too, but we're wondering if any of these will ever appear. Guess you'd better beef up your PC.

### BLUB, BLUB

**It's not fair. Why has Sega abandoned us European Dreamcast owners? First *Daytona USA* has its online multiplay canned, and now *Unreal Tournament*.**

***John Lynch; via email***

### ME PETER, YOU ROCK

**I've been a reader of yours since August 1998 and I wanted to say you are the best mag in the UK. Anyone who wants to get the best information about games will find you as I did three years ago. Keep up the good work guys.**

***Peter, via email***

We get a bunch of unsolicited love-you-up emails like this for every flamer each month, but we just don't usually print 'em in case all the other readers throw up. Thanks for the vote of confidence, though, Peter.

### WHO WROTE TO MAILBAG THIS MONTH

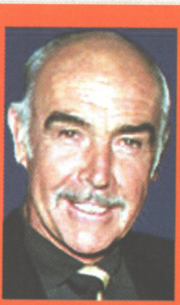
Quentin de Laborie, via email; Jonny Sims, via email; Matt Dancy, via email; Anthony (happily virus free) Cheng; Sam Squire, via email; Philip Larner, Surrey; Matt Cox, Manchester; Patrick Coogan, via email; Peter, via email; Raven T.4, via email; John (update soon) McDonnell, via email; Zeroprobe, via email; Michael (we're on it) Dale, via email; Patrick Budmar, via email; Dan, via email; The Game-Genius, via email; Dillon (call me prolific) Finn, London; Aidan Drennan, via email; Chris Nash, via email; Matt Friar, via email; Benjamin Wilson, via email; Chris Myers, Stockport; Ed, Nottingham; Andrew Dixon, London; Jackster, via email; Luke Gray, Bicester; Steven Jay Peacock, via email; Mark Sheridan, Dublin.

### OO-WHO?

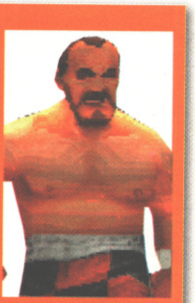
**I was flipping through CVG mags and noticed you have a celebrity stripped on one of your pages. In Issue 229, p104, there's clearly a picture of Sean Connery. How much did he get paid for it?**

***Olaf Zacek, Estonia***

We were gonna make a cheap crack about the dissimilarities, but then in a blind test, Lee said it did too. Uncanny...



Sean Connery



Some old fatty

## "It's not fair. Why has Sega abandoned European Dreamcast owners?"

John Lynch, via email

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The world's first and best games mag brings you reviews you can trust

# REVIEWS

## WHAT'S IMPORTANT

***The Computer and Video Games Five Star Award is your guarantee of a great game. When you see the logo, it's like having an informed best mate recommend you a game.***

**HONEST** Regardless of hype, reputation or advertising, if it's a great game we'll say so and if it's poor, we'll tell you the truth.
**FAIR** We're not biased. A good game is a good game, regardless of format or who has made it.
**THOROUGH** We play games longer and harder than anyone else.

**KNOWLEDGE** Our writers are all experts, have years of experience and know what makes a cracking game.
**Any game that earns Computer and Video Games' Five-Star Award is truly exceptional. It'll do more than just look good and play well, it will rank with the most enjoyable and rewarding games in existence on that format.**

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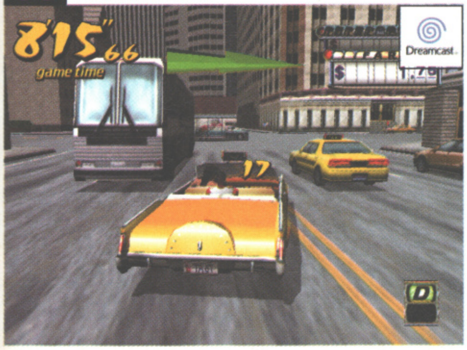


**84** OPERATION FLASHPOINT

**88** INDIANA JONES AND THE INFERNAL MACHINE

NINTENDO64

PS2

COST: **£44.99**
OUT: **JUNE**
MULTIPLAYER: **1-2**

# RED FACTION

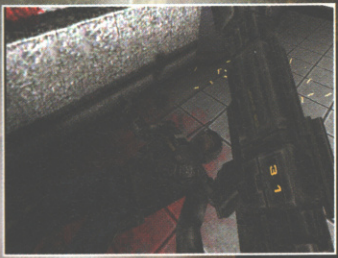
**WORDS:** LEE SKITTRELL **SCREENSHOTS:** VARIOUS

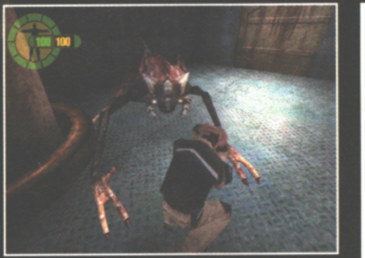
## Red planet, even redder trigger finger

**It's the future. You've signed yourself up for a year-long stint working in the Ultor mines on Mars. The adverts screamed 'High risk! High adventure!' But now you're actually on the red planet, you and your fellow miners scream instead. Conditions are bleak, the guards enjoy their power way too much, and there's a plague killing off your buddies. You are Parker, and you're about to become a key figure in a messy miners' revolt and a member of the Red Faction. And thanks to the incredibly believable atmosphere and the brand new Geo-Mod game engine that lets you realistically blast up the environment, you really will feel part of the cause. Vive la Resistance!**

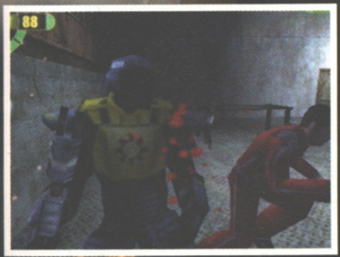
### ACTIONFACTION

A minor skirmish between a weary worker and a bully-boy guard is the spark that ignites the fiery riots of the miners' resistance force. All hell breaks loose and Parker is caught up in the crossfire, suddenly a key figure in the backlash whether he wants to be or not. It's awesome, and it's only about four seconds into the game.

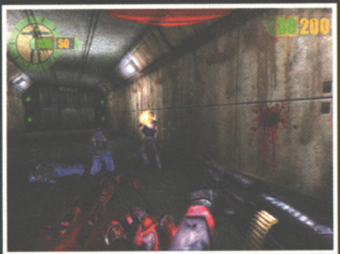

The bloodier moments add to the realism



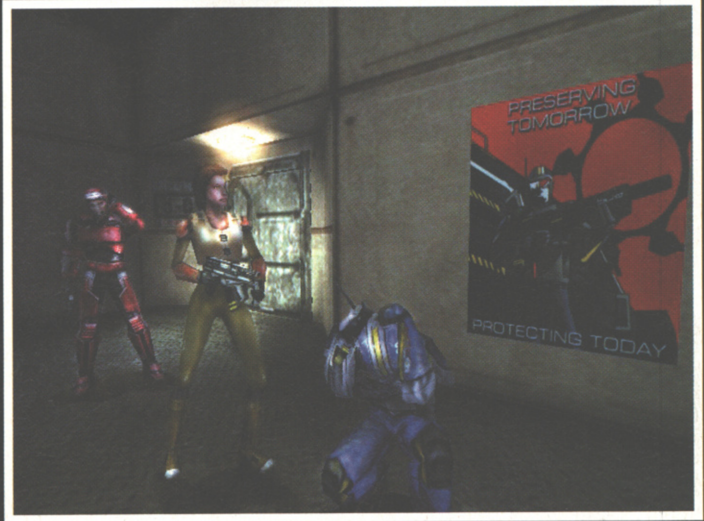
These mutant rat dudes bite at your ankles. Kill!



Shoot the boys in blue – they're the enemy



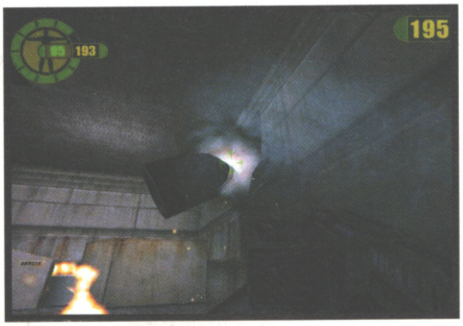
Gib a dee doo dah! Your mother wouldn't like it



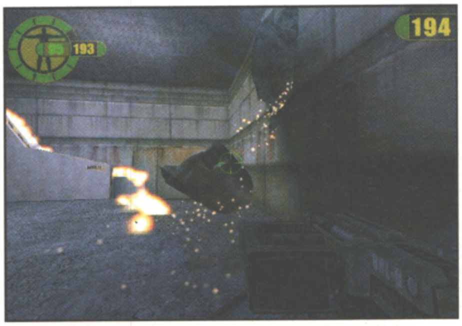
The Ultor complex and the subsequent game environments all go towards creating a fully realised, and more importantly *believable* digital world. The stunning graphics and character animations help too

## MODS AND ROCKETS

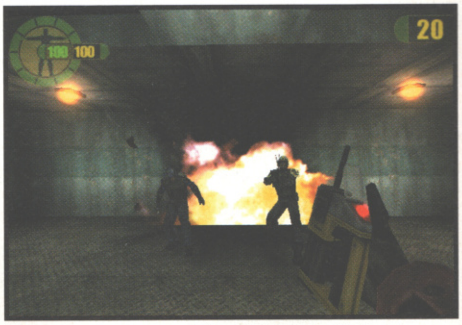
*Red Faction* uses a game engine like no other FPS. It's called the Geo-Mod engine and in a nutshell it lets you rip the 3D levels apart with rockets and explosives. Can't open a door? Blast through the rock around it. Want to find secret areas? Blow everything up. Can anyone say, "the most realistic game engine ever"?



A pipe sticking out the wall is too much to resist. Go on, shoot it up



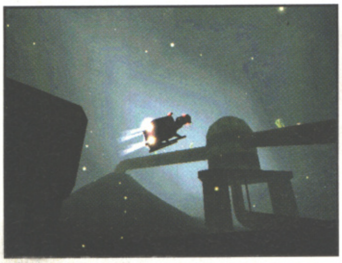
Wahey! And down it comes – all this Geo-Modding is wicked fun



The remote mines are especially useful for destroying terrain

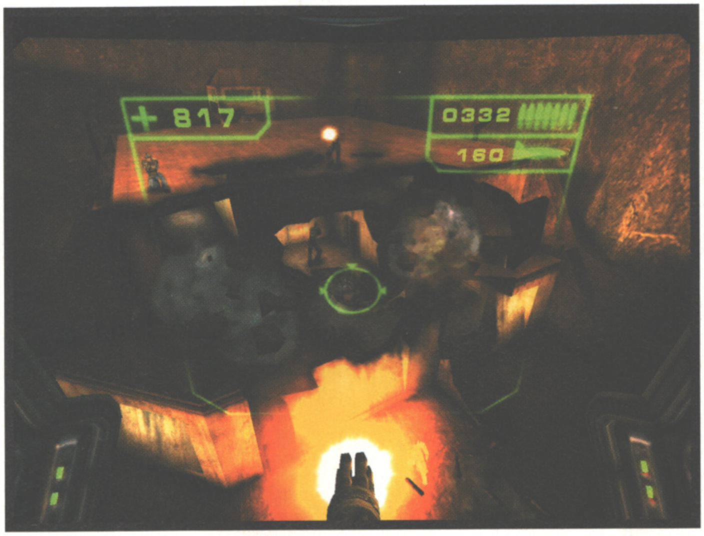
## V GOOD VEHICLES

As the twisted plot slowly unravels, you get some of the most varied and heart-stopping single-player fun since *Half-Life* on PC. There are stealth sections where Parker dons a natty disguise, and armoured cars, submarines and even a bunch of hovercraft vehicles to pilot. The words 'never a dull moment' were never quite so fitting.



These water babies are armed to the teeth

Cut scenes are dead sexy - feast your eyes



The varied action means you get to fly spacecraft and strafe ground targets below, as well as some stealthy sneaking and hiding bodies from prying eyes. It's a top mix of styles and works an absolute treat

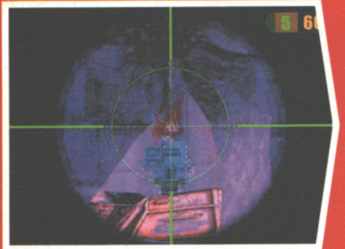
Slip into a suit and mingle behind enemy lines

Feel the atmosphere as you protect this lovely

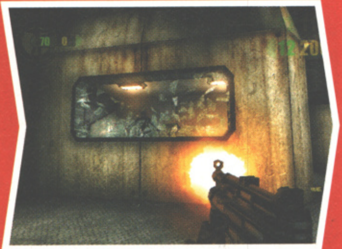
## INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLAYER GUI

## THE ACTION FACTION

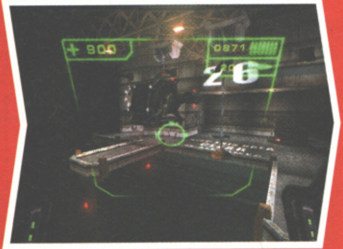
Being a renegade Red Faction dude can be hazardous to your health. Follow our essential survival tips



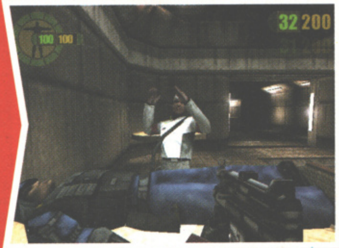
You'll have to search hard for the sniper scope early on, but once you've found it a whole world of unexpected guard-death pleasure opens up



Blasting the environment can help you find new routes and locate concealed weapons. Shooting out the glass panels is also good stress relief



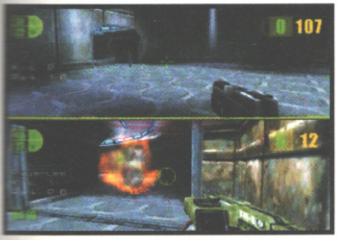
Learning to control your vehicles is a cinch – they all use the same controls as running about. No excuse not to lay the smackdown then



Where guns fail, words succeed. Press X to strike up a conversation. You never know when you might be given a juicy plot revelation or clue

## MULTIPLAYOKAY

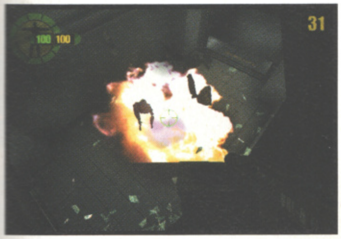
It seems that a strong single-player game just isn't enough for gamers anymore. Multiplayer is becoming just as important as solo play, hence *Red Faction*'s multiplayer matches. Only two players can fight it out, but it's still a good crack.



**Split-screen is a blast, but if N64 could do multiplay for up to four players with *GoldenEye*, why can't the PS2?**

## THERMALFUN

By far the coolest weapon in the game is the rocket launcher. It's good for three reasons: splash damage to cane your enemies, blasting through walls for secrets, and the thermal imaging. Fantastico!

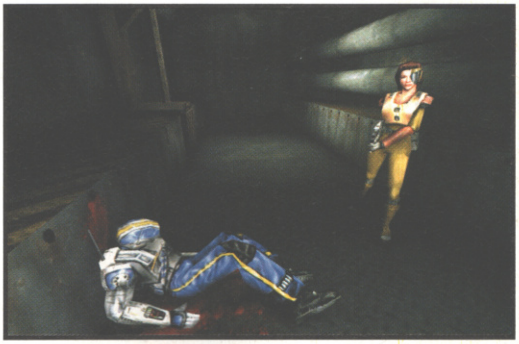


**Use the rocket launcher's thermal imaging to spot guards laying in wait behind closed doors, or just for blasting the hell out of the massive levels**

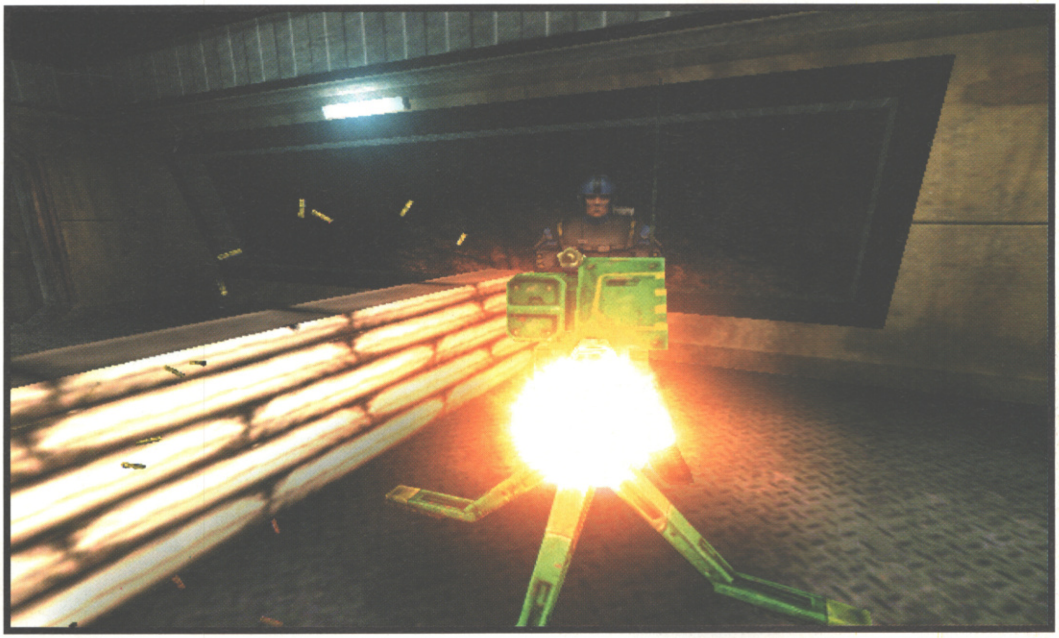
## ACTINGHARD

There are key figures within the Red Faction – the miners' revolutionary resistance force. Eos is the leader and Hendrix is the insider. You'll grow to love 'em. In a brother/sister kind of way.

**This is you. You don't get to see your handsome mug often, this being an FPS**



**Eos is a mean and moody young pretty – don't piss her off like this guy did**



**Not a good situation to be in when you're playing *Red Faction*. Stealthy strafing skills aside, you're going to have a bit of trouble trying to avoid this kind of fire**

## WHAT WE THOUGHT...

**IF YOU LIKE THIS TRY THESE...**

***Half-Life* (PC/DC), *Perfect Dark* (N64), *Alien Resurrection* (PSone)**

### GRABBED BY THE...

One of the reasons *Red Faction* grabs players right from the start is the believable world Parker inhabits. Everything you see in the game, from graffiti and posters on walls to the jaw-dropping set-pieces, is designed to draw you ever further into the revolt and your quest to discover the truth about Ultor, the mysterious Capek's experiments and the deadly plague running riot in the mines.

Part of the thrill is that Parker himself is just an everyday Joe caught up in a nightmare scenario where death sniffs at his pants at every turn. You'll need real skill to turn him into a killing machine.

### RED EYE

The clever Geo-Mod engine could change the face of FPS games for good, the way *Quake 1* did by bringing truely 3D combat arenas into the genre. Every shooter from now on ought to feature some kind of variant on the Geo-Mod engine, or risk being smacked down for seeming dated and unrealistic.

In fact, playing *Red Faction* you'll wonder how you lived without it, as the terrain-busting carnage (which lets you blow up almost everything) does make for a more immersive experience. It all goes to make the game almost as significant and revolutionary a console shooter as *GoldenEye* on the N64.

### PLAY BY YOURSELF

There's little to fault with *RF*'s one-player mode. The only gripe we have is that the stealth sections can be unforgiving at harder difficulty levels, and the inability to sneak up and cap baddies from behind seems illogical.

*Red Faction* is by far the best solo first-person shooter on PS2 so far, and the strong story and the tense atmosphere make Parker a worthy rival to such FPS heroes as Bond, Joanna and that scientist blokey from *Half-Life*.

Compared to this, the multiplayer games are something of a let-down. Two players can duke it out and the different scenarios are a nice touch but they don't influence play all that much. It may be fun for a while, but it's simply not going to keep you coming back to it ages after finishing the main game.

You're not likely to care that much though – *Red Faction* is a fantastic example of how to do a gobsmacking FPS on a console, and PS2 owners have got no excuse for failing to give it a go.

**computer and video Games**

★★★★★

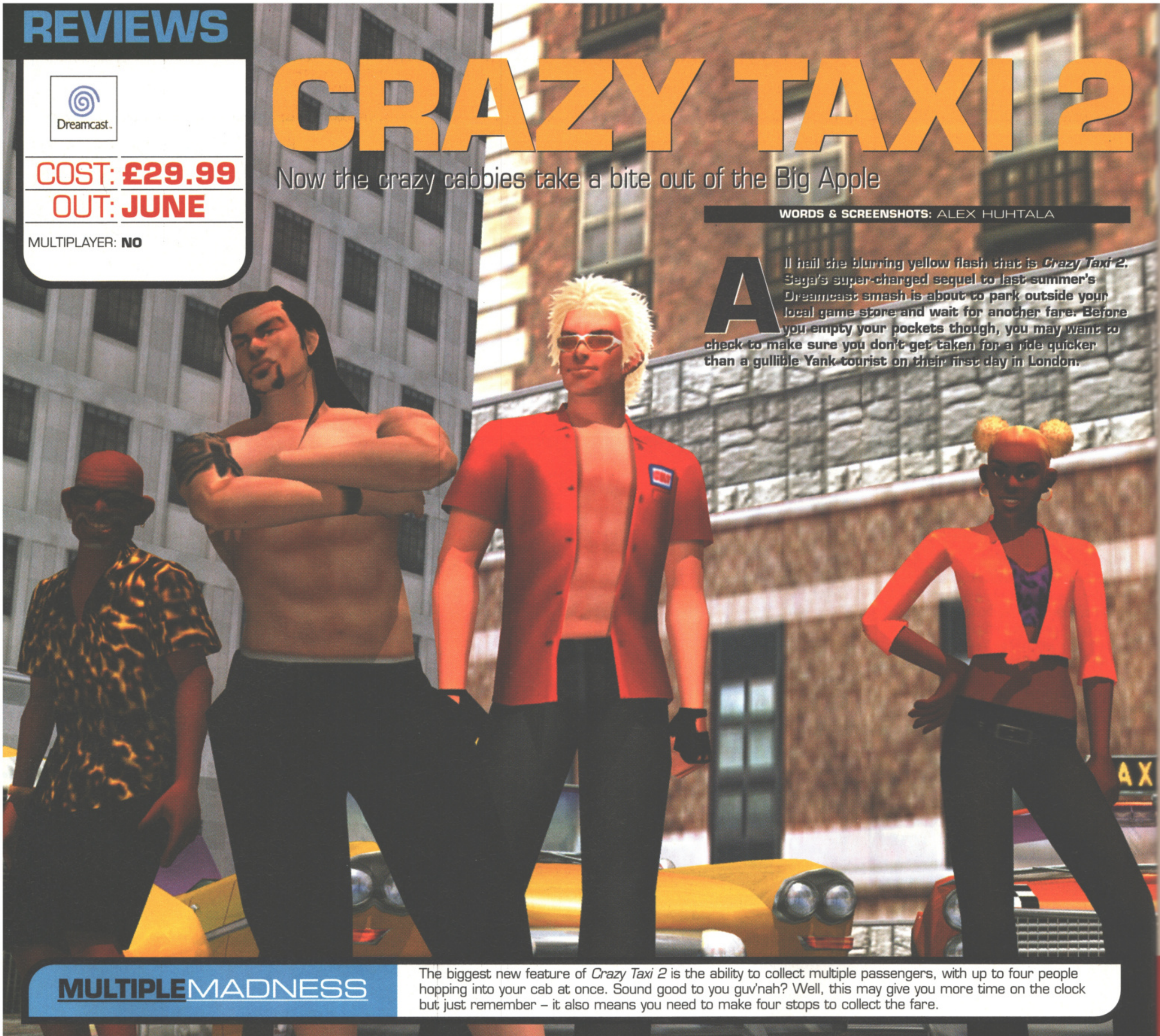
Dreamcast

**COST: £29.99**
**OUT: JUNE**
MULTIPLAYER: **NO**

# CRAZY TAXI 2

## Now the crazy cabbies take a bite out of the Big Apple

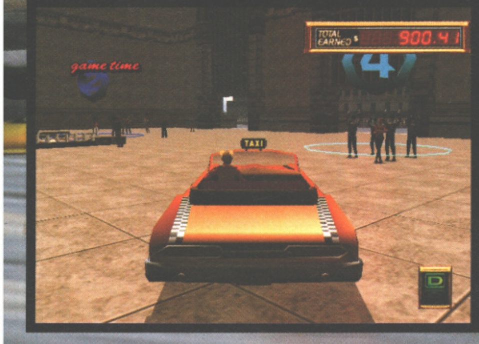
**WORDS & SCREENSHOTS:** ALEX HUHTALA



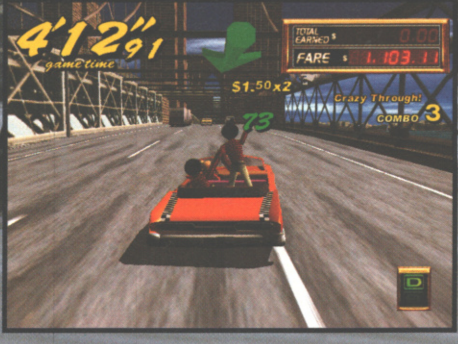
**All hail the blurring yellow flash that is *Crazy Taxi 2*. Sega's super-charged sequel to last summer's Dreamcast smash is about to park outside your local game store and wait for another fare. Before you empty your pockets though, you may want to check to make sure you don't get taken for a ride quicker than a gullible Yank tourist on their first day in London.**

### MULTIPLE MADNESS

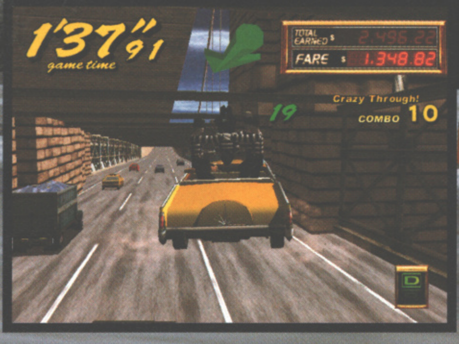
The biggest new feature of *Crazy Taxi 2* is the ability to collect multiple passengers, with up to four people hopping into your cab at once. Sound good to you guv'nah? Well, this may give you more time on the clock but just remember – it also means you need to make four stops to collect the fare.


TOTAL EARNED $ 900.41
game time
4
TAXI
D

**The number of passengers in a group is indicated by the figure that appears above their heads when they're trying to hail you**


4'12"91
game time
TOTAL EARNED $ 0.00
FARE $ 1,103.11
$1.50x2
73
Crazy Through!
COMBO 3
D

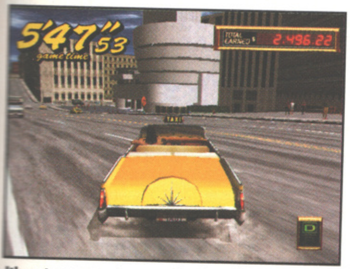
**You don't get strangers hopping into a cab together but groups of friends, including gangsters and cheerleaders, that look the same**


1'37"91
game time
TOTAL EARNED $ 2,496.22
FARE $ 1,348.82
19
Crazy Through!
COMBO 10
D

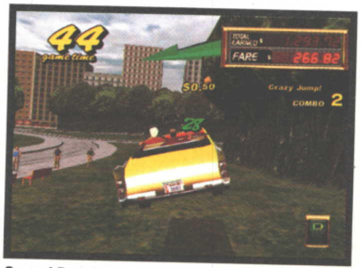
**Try hard to impress a group fare. They pay multiple tips and can also perform special moves to help you reach your destination faster**

## COAST TO COAST

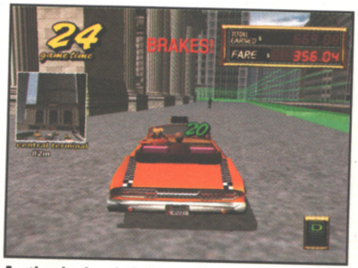
The original *Crazy Taxi* was set in the sun-drenched, sloped streets of San Francisco, but for the sequel you need to head East across the US of A to the other coast and the Big Apple itself, New York City. This new urban environment provides a very different feel and can also be far more confusing when driving about.


5'47"53
game time
TOTAL EARNED $ 2,496.22

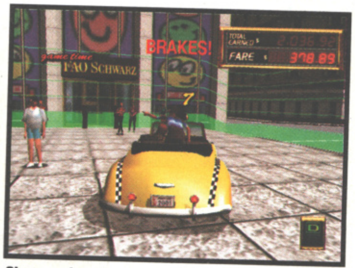
**It's not an accurate reproduction of the city, but there's still plenty of famous landmarks to prevent you getting lost. Unless you're an idiot**


44
game time
FARE $ 266.82
$0.50
Crazy Jump!
COMBO 2

**Central Park is the easiest landmark to remember: it's a big green thing situated in the middle of the city. Bit like the name suggests, really**


24
game time
BRAKES!
FARE $ 356.04
20

**Another landmark that's worth remembering is Grand Central Station: it's a huge building and lots of potential fares are usually hanging around**

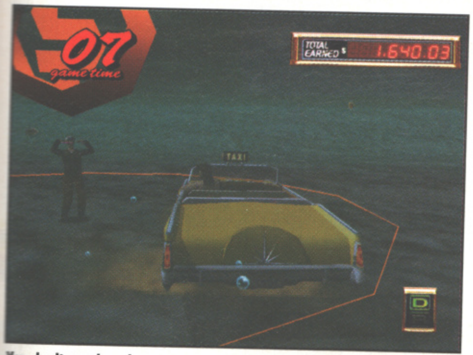

BRAKES!
FARE $ 378.89
FAO SCHWARZ
7

**Shops and restaurants make up some of the other locations: keep an eye out for Burger King, Gap, HMV and the famous toy store, FAO Schwartz**

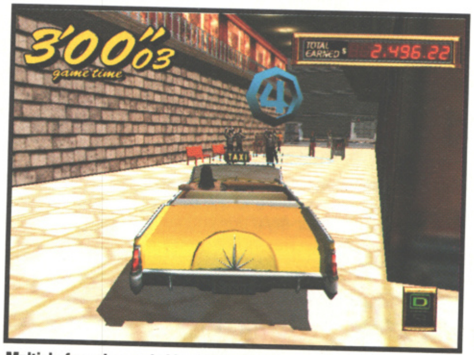
> **"New York has a different feel and can be more confusing"**

## FINDERS KEEPERS

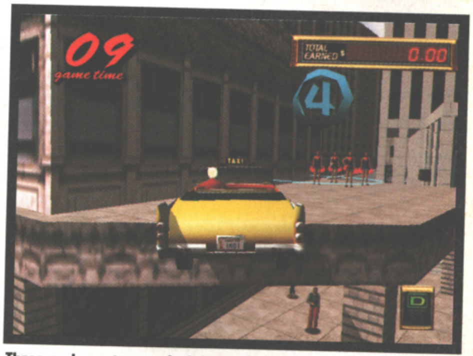
Don't just look for fares on street corners – after all, you're not driving a regular taxi. And don't expect conventional customers either. It's worth taking the time to use the 10-minute ride option to explore the city and find some of the harder-to-reach fares. Or you can just pretend you know where you're going, like a real cabbie.


07
game time
TOTAL EARNED $ 1,640.03

**You don't need scuba gear or concrete boots to go underwater in *Crazy Taxi 2*, and nor do these native New Yorkers, who are quite happy to spend all day here waiting for you to you drive along**


3'00"03
game time
TOTAL EARNED $ 2,496.22
4

**Multiple fares have a habit of hiding underground or indoors. Most of them stay inside the larger buildings, like the train station. What are you waiting for, fool, there's fares to be had**

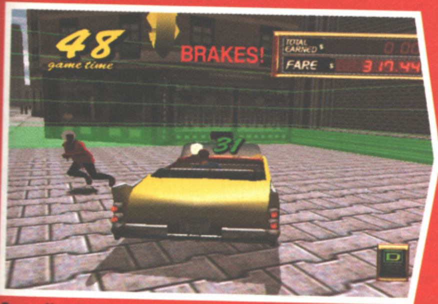

09
game time
TOTAL EARNED $ 0.00
4

**Those pesky customers don't just hide underground but also overhead. The Crazy Hop is useful to reach the Manhattan roof gardens, where more fares await**

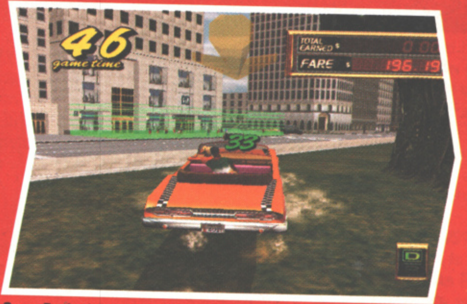
## INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLAYER GUI

### DON'T BE FOOLED

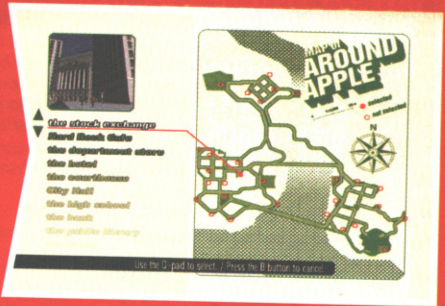
*Crazy Taxi 2* may sound simple, but to get the highest scores you'll need to be a clever cabby.


48
game time
BRAKES!
FARE $ 317.44
31

**Drop off and pick up passengers in one move to save time**


46
game time
FARE $ 196.19
33

**Crazy Dash: drive, foot off gas, into reverse, into drive, hit gas again**

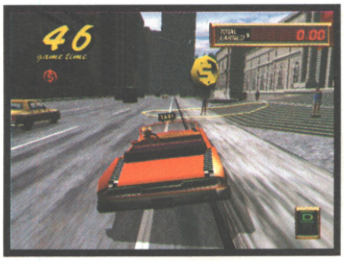

the stock exchange
Hard Rock Cafe
the department store
the hotel
the courthouse
City Hall
the high school
the bank
the public library
MAP of AROUND APPLE
selected
not selected
N

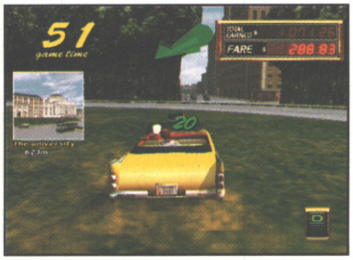
Use the D-pad to select. / Press the B button to cancel.

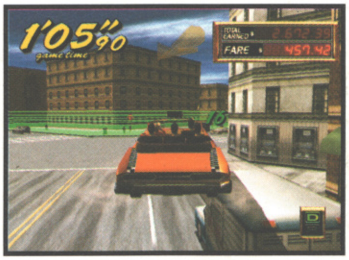
**Complete the first two tiers of Crazy Pyramid to unlock maps**

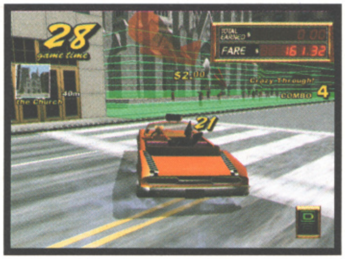
## TAXI FOR CVG

The structure of the *Crazy Taxi* series is deceptively simple. You're a cab driver out to make as much money as possible by taking passengers to their chosen destination. You'll receive tips if you impress the passenger with your mad skills, and that's when the action starts to get really caaraaaazy!


46
game time
FARE
Coloured markers show how far fares want to go

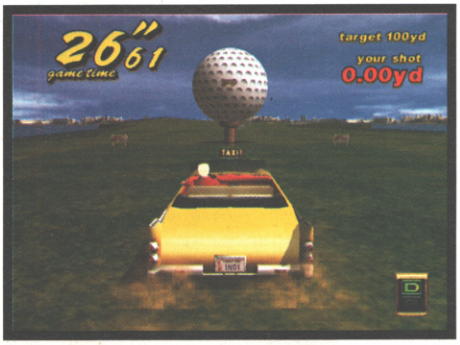

51
game time
FARE 288.83
The arrow helps you get there within the time limit

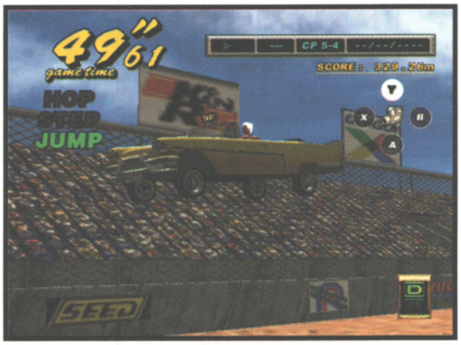

1'05"90
game time
FARE 457.42
Each new fare adds more seconds to the clock

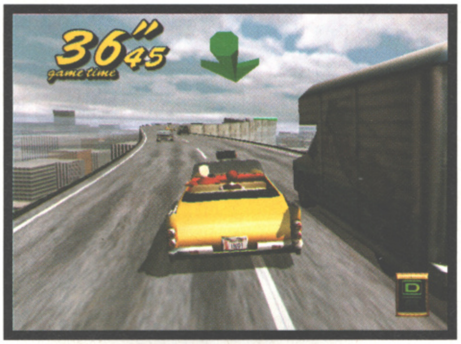

28
game time
FARE 161.32
Crazy Through
COMBO 4
Arriving before their timers run out gives bonuses

## CRAZY PYRAMID

The original *Crazy Taxi* featured the Crazy Box, a collection of mini-events and challenges to test your driving skills to the max. In the sequel, these tests have been revised and renamed, and are now grouped together under the Crazy Pyramid moniker, with five tiers of challenges of ascending difficulty. Hence the name.

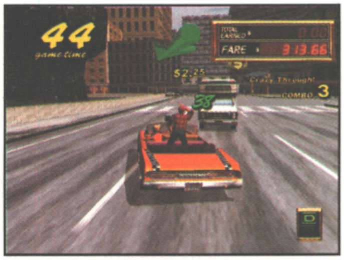

26"61
game time
target 100yd
your shot
0.00yd
One of the easiest tests is to hit a giant golf ball as far as you can

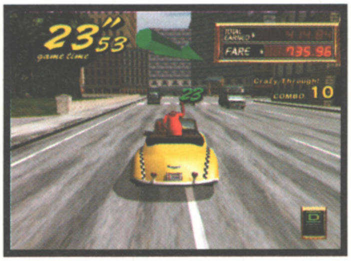

49"61
game time
CP 5-4
SCORE : 329.26m
HOP
STEP
JUMP
Cab driving as an athletic event, complete with hurdles. Mint

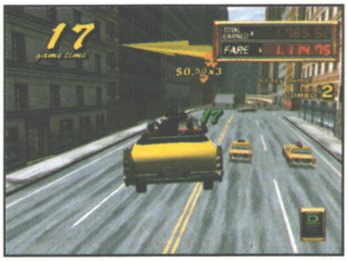

36"45
game time
Take a fare along a very narrow road winding through the clouds

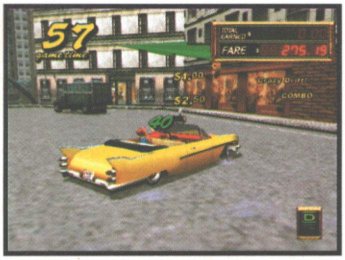
## LET'S GO CRAZY

Earning tips from your customers is the best way to rack-up the big bucks. To get them you'd better forget about boring them stupid with guided tour-style commentary on New York's landmarks – you need to impress your passengers by giving them the ride of their life. In *Crazy Taxi 2*, safety comes last and anything goes. Try these crazy moves...


44
game time
FARE 313.66
Crazy Through
COMBO 3
Crazy Through: dart neatly in and out of traffic


23"53
game time
FARE 395.96
Crazy Through
COMBO 10
Crazy Dash: go faster *and* impress your passenger


17
game time
FARE 1,114.75
COMBO 2
Crazy Hop: jump other cars and onto buildings


57
game time
FARE 275.19
Crazy Drift
COMBO
Crazy Drift: turn, then hold reverse and drive

## WHAT WE THOUGHT...

**IF YOU LIKE THIS TRY THESE...**
***Crazy Taxi* (DC, PS2),**
***Driver 2* (PSone),**
***Midtown Madness* (PC)**

### SAME AS THE FIRST

If it ain't broke – why fix it? *Crazy Taxi* was always a short ride, ace in small doses and with a nice scoring system for more dedicated gamers.

*Crazy Taxi 2* really is more of the same. A new location, new cab drivers and a number of minor improvements have all been added to try and persuade you into thinking that this is the second coming, but in truth it feels more like a remix than a true sequel.

### SO WHAT!?

Like we said – it wasn't broken to begin with – and you can't really blame Sega for sticking to the plot when it's such a good 'un.

If too many more features had been added then it would probably stop feeling like *Crazy Taxi*, so all you can really expect them to do is tinker with the formula in the hope that lightning strikes twice. And, of course, no other developers have tried that before now, eh?

### WORTH PLAYING?

It's just as much fun as the original and in many ways, due to the city design and the ability to collect multiple passengers, it does actually surpass the first installment.

However, if you already own the first *Crazy Taxi*, you may want to think twice about buying this sequel.

Any problems you may have had with the original will also apply to this sequel. It has the same short lifespan and quick-buzz appeal. But hey, there's not much that beats driving like an utter nutter – no matter how short-lived that experience may be. Especially at the new DC pricing.

computer and video games
★★★★

# SPIDER-MAN

**WORDS & SCREENSHOTS:** DWEEN

Missed the PSone version? Then now's your chance to do whatever a spider can

Dreamcast

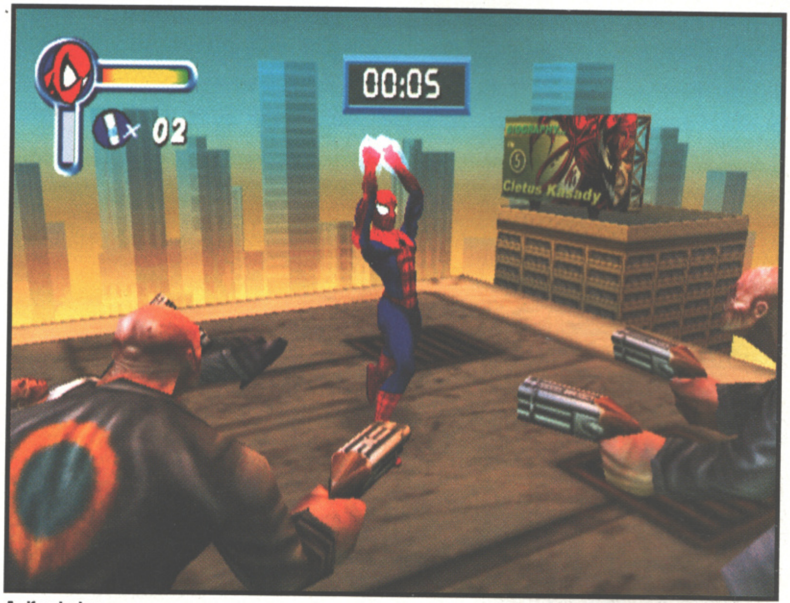
**COST: £29.99**
**OUT: JUNE 1**
MULTIPLAYER: **NO**

**WHAT YOU NEED TO KNOW**
The only people in the world cooler than Spider-Man are Jackie Chan, and that guy who squirts milk out of his eye. For this reason alone, any videogame that gives you the feeling of being Spider-Man should be greeted with arms so wide open you risk dislocating your shoulders.

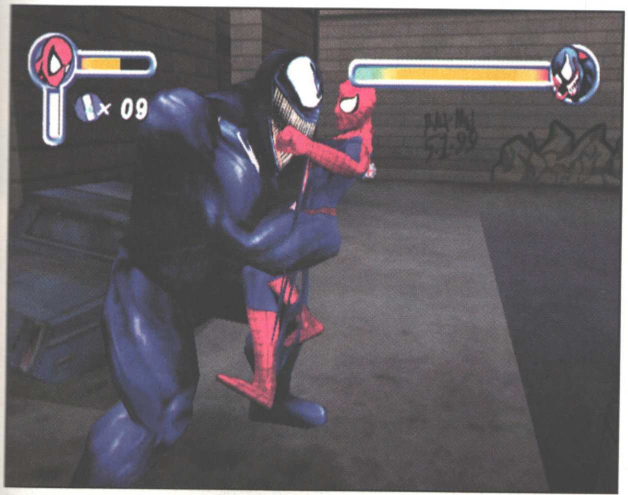
We raved about PSone's version of *Spidey* six months back, and the DC version is equally great but has also been hit with the pretty stick.

**PLOT'S A LITTLE FOGGY**
The deal is this: New York is shrouded in fog. Doc Octopus is behind it, and to keep Spidey occupied, he's fitted him up for a crime he had nowt to do with.

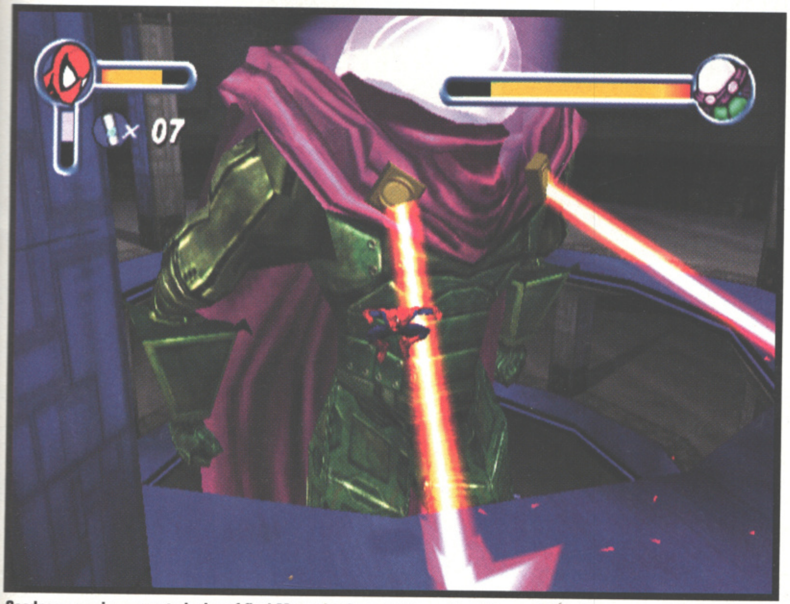
As a result, the webslinger gets no help from the law in his third-person action quest to sort it all out. The gameplay mixes *Metal Gear* style sneakage inside buildings with manic helicopter chase scenes in the air.



As if swinging 'twixt skyscrapers wasn't enough, there's hoods with guns popping shots at you as well



Venom and Spidey forget their differences and cuddle up for some mutual arachnid affection



Goodness gracious, great nipples of fire! Mysterio gives our hero a hard time with his chest-mounted laser weapons

× 07
GENERATORS DESTROYED

Symbiotes are impervious to the standard web. Scorch them up nice with the fire web

Cut scenes are given a nice rework from the PSone game. Now they look half decent

**YOU ARE THE SPIDER**
Playing as Spidey is just like *being* Spidey. He walks on walls, sits on ceilings and swings between skyscrapers on his web. The camera copes beautifully with all these 'go anywhere' shenanigans, leaving you just to have fun.

And what damn good fun it is. Swinging on webs to dodge rockets is a buzz and your adrenaline pumps as you leap from rooftop to rooftop. The puzzle sequences rack your brain and the stealth bits rival Solid Snake at his best.

**WORTH PLAYING?**
The only problem is the life of the game. Just as the PSone version was, DC *Spidey* is an incredible experience while it lasts, and up there with the very best DC action games. But you can crack Spidey in an afternoon, and there's precious little replay value outside of earning cool new suits.

For the short while it takes to complete, *Spider-Man* rocks. Just remember the lack of longevity before you shell out the cash.

computer and video
**Games**
★★★★

**IF YOU LIKE THIS TRY THESE...**
*Metal Gear Solid* (PSone)
*Soul Reaver* (PSone)

PC CD ROM

COST: **£34.99**
OUT: **NOW**
MULTIPLAYER: **1-16**

**You're in the army now, woah-ah-oh, you're in the army. Now. You're probably too young to remember Status Quo (although they should be having another farewell tour any day now), but that was the original name for this game and those lyrics couldn't be more appropriate. *Flashpoint* takes you to the year 1985, smack in the middle of the cold war, shoves you into the shoes of a lowly army grunt and then throws the entire Soviet army at you. Clean trousers please, nurse.**

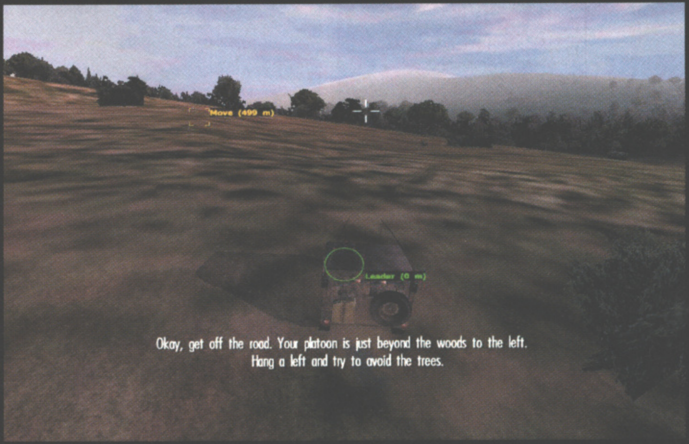
### The Eighties are back with all guns blazing

# OPERATION FLASHPOINT

**WORDS & SCREENSHOTS:** PAUL PRESLEY

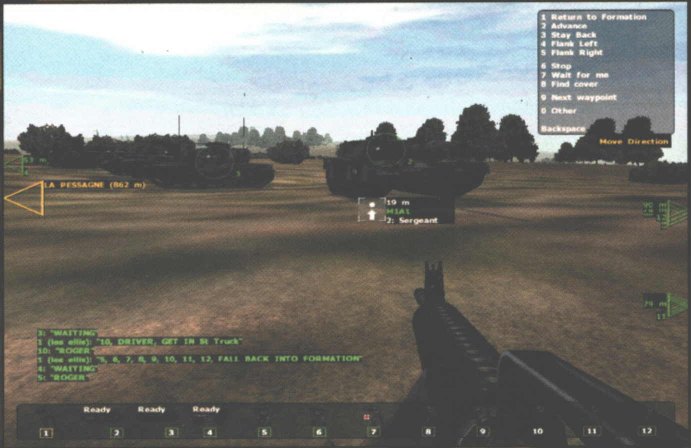
## MOVE IT, SOLDIER

*Flashpoint*'s main thrust is that it's a simulation of infantry life rather than a traditional FPS with frills on. So it's not just an all-guns-blazing reactions test. Following orders is a must if you want to stay alive early on, as is knowing how to give them when you finally take a command role.


Move (499 m)
Leader (0 m)

Okay, get off the road. Your platoon is just beyond the woods to the left.
Hang a left and try to avoid the trees.

**Your commanding officer will tell you where to go, who to shoot and what to do in the beginning. Listen very carefully to what he says or you'll end up in a bodybag**

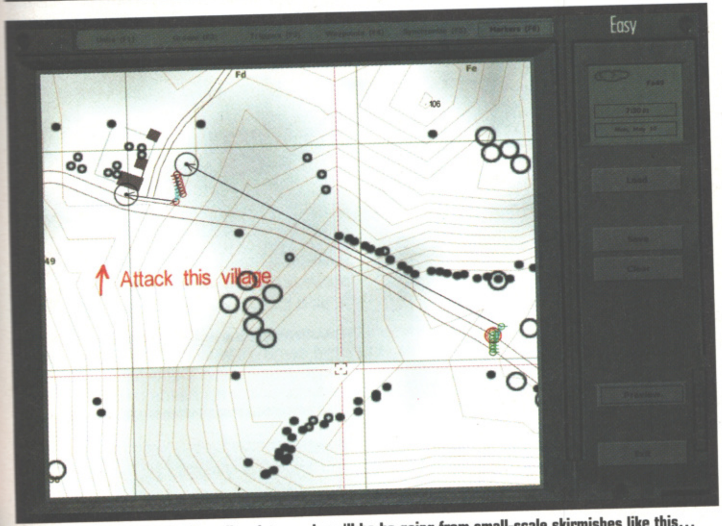

1 Return to Formation
2 Advance
3 Stay Back
4 Flank Left
5 Flank Right
6 Stop
7 Wait for me
8 Find cover
9 Next waypoint
0 Other
Backspace
Move Direction
LA PESSAGNE (862 m)
19 m
M1A1
2: Sergeant
Ready
Ready
Ready
1
2
3
4
5
6
7
8
9
10
11
12

```
3: "WAITING"
1 (lee ellis): "10, DRIVER, GET IN 5t Truck"
10: "ROGER"
1 (lee ellis): "5, 6, 7, 8, 9, 10, 11, 12, FALL BACK INTO FORMATION"
4: "WAITING"
5: "ROGER"
```

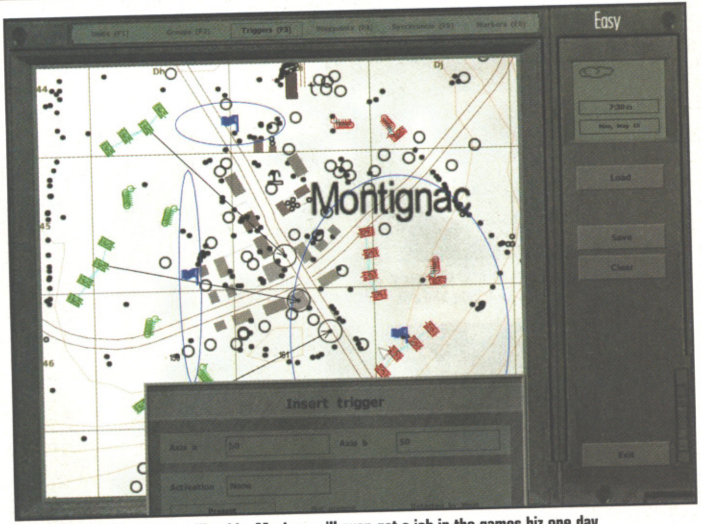
**Taking charge of a squad is trickier. You'll need to be aware of your surroundings and have instincts quicker than a leopard. Remember, lives are in your hands now, soldier**

## MAKE IT UP

If the war supplied with *OF* isn't to your liking, try changing it for one more suited to your trigger-happy needs. The supplied mission editor is the same one the developer used, but relax. It isn't that tricky to get the hang of. You can fix everything from mission objectives to what forces will be involved, unleashing cataclysmic clashes of arms upon the unsuspecting gaming world.



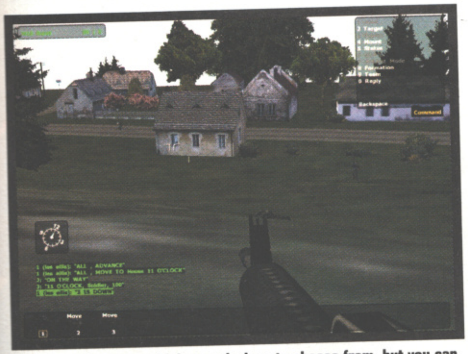
A few hours with the mission editor later and you'll be be going from small-scale skirmishes like this…



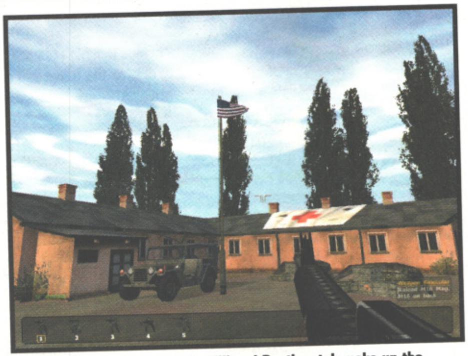
…to full scale tank battles like this. Maybe you'll even get a job in the games biz one day

## FRIEND OR FOE

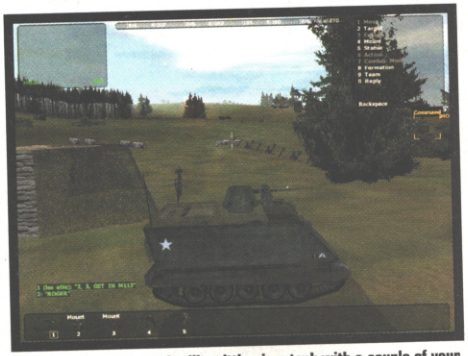
Don't be expecting the fast-paced adrenaline rush of *Counter-Strike* or *Unreal Tournament* when you play *Flashpoint* over the Internet. This is a simulator, not a shoot 'em up and the online games require the same level of structure and tactical know-how as the offline games. Never better than with an in-game microphone to chat through.



There aren't many multiplayer missions to choose from, but you can make your own in the editor when you get bored of them



Capture The Flag, King Of The Hill and Deathmatch make up the online games. Though there is one co-op mission to have a go at

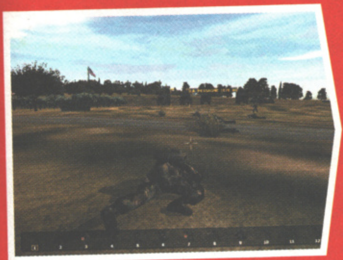


Still, there's nothing quite like sitting in a tank with a couple of your mates. One at the wheel, one at the gun, one barking out commands

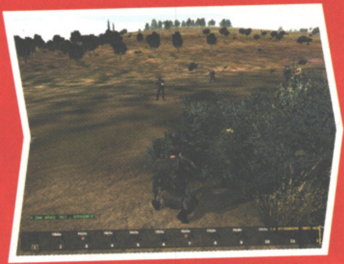
# INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLAYER GUID

## DO OR DIE, MY SON

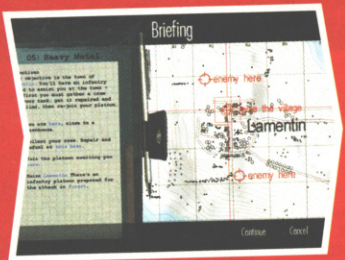
Because of its simulation nature, *Flashpoint* isn't the easiest of games to jump right in and play. Follow these tips and you should see out your tour of duty



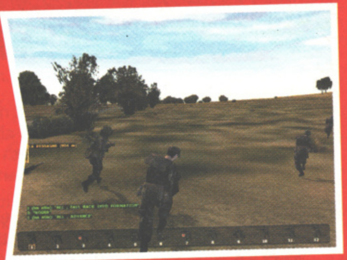
When the shooting starts, stay low. A crouching or crawling target presents less for the enemy to see and hit. Plus you can aim nice and steady



Find a good place to hide for when the doodoo starts flying. Bushes provide cover but not protection. A tree is solid enough to stop bullets



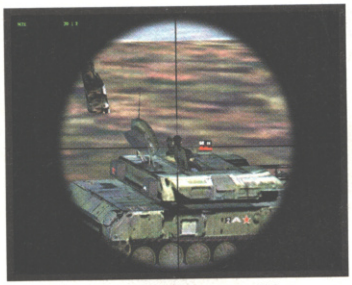
Study the map and your objectives carefully. Knowing where you are is as important as knowing what to do. We wrote that. Honest

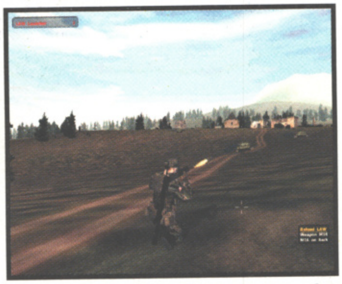


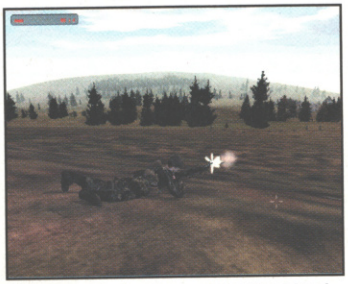
When you do break cover, run in a random zig-zag motion to stop the enemy from targeting you and to convince him you are a harmless, dribbling loon

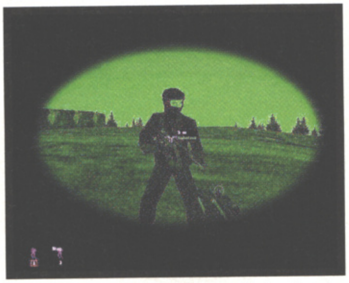
## CAREER FOR LIFE

*Flashpoint* is a 'total' military sim in that it lets you move through the ranks. You start out as a humble grunt with only an assault rifle for company, but you quickly take on other roles as the campaign moves on. Sniper, saboteur, machine-gunner, rocket soldier – there's something for everyone in today's army.


Dress up as a bush and pick targets off from a mile away. All wars should be fought like this

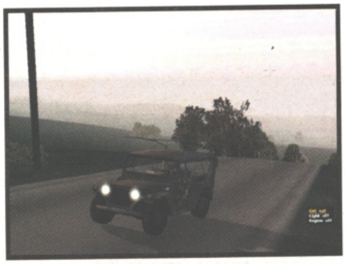

When it comes to armoured targets, only a rocket launcher will do. They're slow to reload though

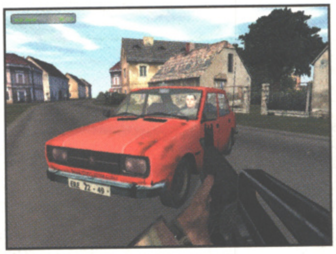

Machine gunners lay down covering fire. A lot of covering fire. A lot of loud covering fire

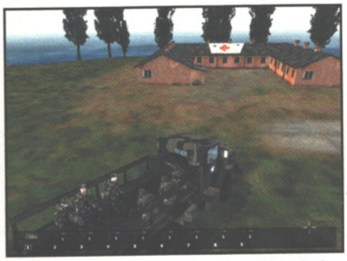

Stealth is vital to a good sabotage mission. Sneak in, plant the bombs and sneak out again

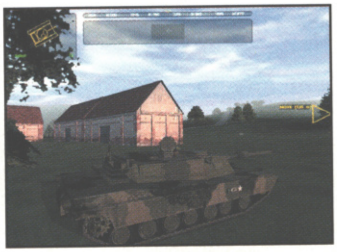
## BURNING RUBBER

You may be a footsoldier but that doesn't mean you don't get to drive some tasty little numbers around the block. Part of *Flashpoint*'s appeal is that you're given cars, jeeps, trucks, tractors and, yes, tanks to cause havoc in. A tractor may not be the obvious vehicle to go to war in, but when needs must...


The jeep is the most common vehicle and comes with or without a large machine gun on the back. Handy for rush hour traffic

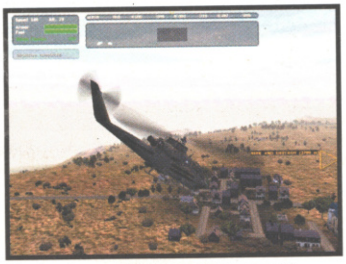

Should you find yourself in a hurry, you could always commandeer a civilian car for your own use. Try and find a better one than this, though

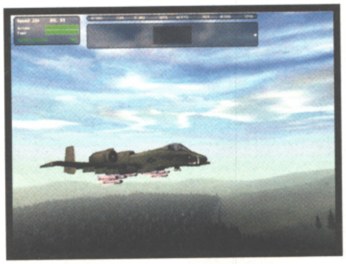

The 5-ton truck is a big old beast and if you don't feel up to driving the thing, you can always just sit in the back and admire the view

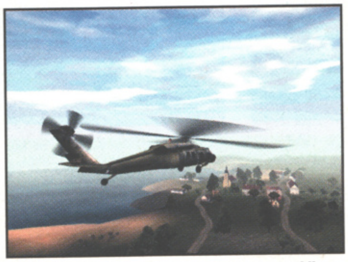

Tanks. You've gotta love 'em. Blow things up, run things over. Just watch out for those pesky infantry rocket launchers

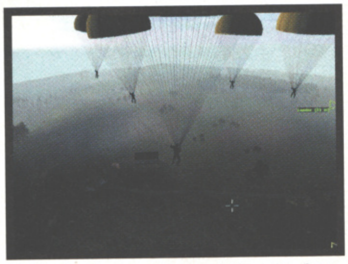
## MILE-HIGH CLUB

Later levels let you take to the skies. It's mainly helicopters in *Flashpoint*'s skies, but there is the occasional tank-busting A-10 to satisfy your aerial bloodlust. You can also call them in for air support if you're pinned down on the ground. It helps build that 'living' battlefield experience.


The Apache gunship is the aerial weapon of choice. Good for killing tanks, trucks, soldiers and even the odd tree or two


Don't worry if you're not a flight sim fan. *Flashpoint*'s aircraft are simple to fly and you won't need to spend hours just trying to take off


Helicopters can also be used to transport soldiers around the map. Giving you a chance to 'bond' with your buddies in the back


Finally, there's always the parachute option. Drop in behind enemy lines and try not to get shot on the way down. Lots of fun

## WHAT WE THOUGHT...

**IF YOU LIKE THIS TRY THESE...**

***Project IGI* (PC)**

***Counter-Strike* (PC Online)**

### SPIT AND SHINE

*Operation Flashpoint* might not be the greatest looking shooter on the PC block, but beneath the slightly rough surface is a game of surprising depth.

It's the first time we've seen such variety in a game like this, from riding in trucks to flying attack choppers, and it raises the FPS gameplay standard to new levels.

The other thing that grabs you is the atmosphere. You really feel like you're in the middle of a warzone and that all the other soldiers are real people.

The way the commanders bark out orders in real-time depending on the current situation is very impressive and helps add to the feeling that you're part of a larger force, rather than the usual indestructible Bond-style action heroes of most FPSs.

### KEEPIN' IT REAL

It isn't the easiest of games and it will take a while to adjust your playing style from the usual FPS run-around-guns-blazing tactics. It's also a shame the multiplayer side of the game hasn't been explored more fully, though the mission editor has plenty of scope. Overall, *Flashpoint* is a great move if you're tiring of being a super-soldier and want something a bit more real.

computer and video Games

★★★★

# MEGA MAN X5

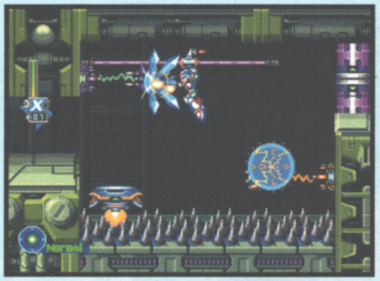
Is he still mega in the 21st Century?

**WORDS & SCREENSHOTS:** MICHAEL COOPER

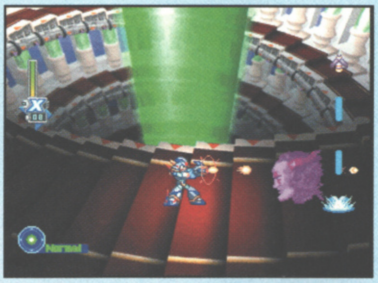
**WHAT YOU NEED TO KNOW**
An asteroid space colony is on a crash-course with Earth. We need a hero to save us. Yes, it's Mega Man, he's 13 years old this year, and he's still totally skill, kids.

Mega Man X5 uses the old-school 2D platform shoot 'em up formula to warm our hearts with rose-tinted retro affection. Precision jumping, power-up weapons and good old-fashioned end-of-level bosses with patterned attack strategies – they're all in there.

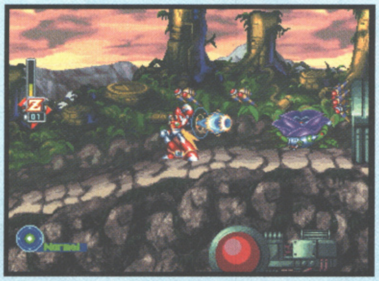
**GOLDEN HAZE**
But there's two obvious flaws. The first is simply that most of the levels, while full of action, are simply too short, and a level selection feature takes out half the challenge of progressing just that little bit further every time you play – something once considered sacred in this type of game. Stuck? Skip a level. Now where's the fun in that?



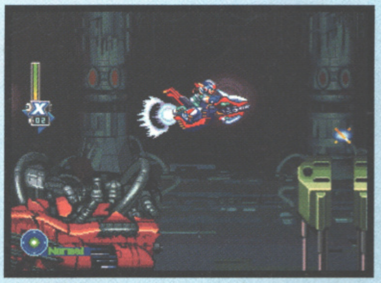
Shoot with one arm and hang on with the other



Mega Man comes face to face with a giant pink head



Take control of Mega Man's lady friend, Zero



Hold on tight as you zip around on your space bike

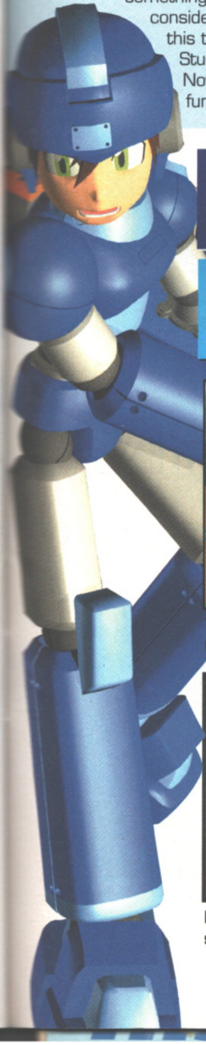
**COST:** £19.99
**OUT:** JUNE
MULTIPLAYER: **NO**

**WORTH PLAYING?**
But the good news is these downers are balanced out by the unadulterated, trigger-happy retro action and the variety of crazy skills you need to finish stages.

There's nothing ground-breaking here, but if you love leaping around 2D environments, gathering weapons, saving the world while kicking the ass out of huge baddies, then this should hit the spot.

computer and video games
★★★★

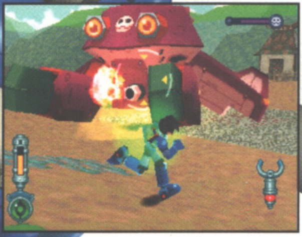
**IF YOU LIKE THIS TRY THESE...**
*Mischief Makers* (N64), *Rayman* games (GBA/DC/PC/PS2/N64)



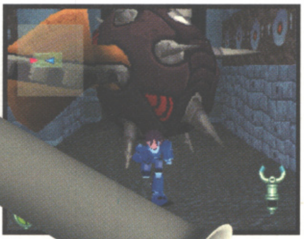
# MEGA MAN LEGENDS 2

Now the blue world-saver gets another RPG outing

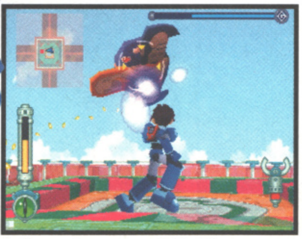
**WORDS & SCREENSHOTS:** MICHAEL COOPER



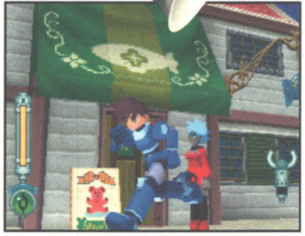
That old school David and Goliath match up. Oh, how we love an underdog



When in doubt, run away as we did when this enormous spiked ball came after us



Lock onto the enemy and give his ass a serious whuppin'. Yee-haw!



Mega Man realises the latest CVG has gone on sale and legs it to the newsagent

**WHAT YOU NEED TO KNOW**
In this 3D action RPG, most of Earth's continents have sunk into the sea and only one civilisation remains. Now, Mega Man is on a mission to find an infinite power source known as the 'Great Legacy' to save the world (well, what's left of it anyway). What a guy!

**ACTION MAN**
This sequel boasts enhanced graphics, bigger levels and more enemies. Bigger doesn't necessarily mean better, but here it does. More enemies means more action, and more action means more fun, especially when the combat flows this freely. The only real hindrance comes in the form of manually controlled camera angles – a clumsy system that needs plenty of practice and perseverance to work.

**WORTH PLAYING?**
You may be wondering why the sudden resurrection and interest in the Mega Man franchise (there's even a GBC game reviewed this issue on p105). Well, who cares, we like it!

This may seem like a dumbed-down action adventure to RPG gurus, with relatively simple plotting and puzzles, but the emphasis here is on fun. Put your little grey cells on ice for a while and let the good ol' times roll again.

**COST:** £19.99
**OUT:** JUNE
MULTIPLAYER: **NO**

computer and video games
★★★★

**IF YOU LIKE THIS TRY THESE...**
*Jet Force Gemini* (N64), *Zelda: Ocarina Of Time* (N64)

# INDIANA JONES & THE INFERNAL MACHINE

NINTENDO 64

COST: **£49.99**
OUT: **NOW**
MULTIPLAYER: **NO**

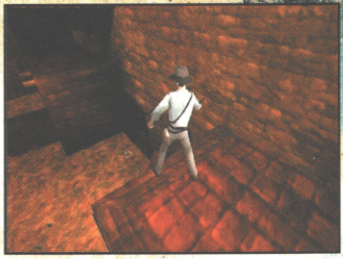
## Never mind The Mummy, the Daddy of tomb-raiding returns

**WORDS:** LEE SKITTRELL **SCREENSHOTS:** VARIOUS

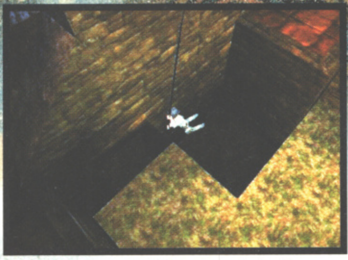
**Most machines are good, like fast cars, candyfloss makers and those big pneumatic drills builders use to break up the pavement. Yet there are some machines that are bad, like the Daleks from Doctor Who and vending machines that swallow your fifty pence when you're desperate for a can of coke. And then there are some machines that are so bad that they are infernal. These are the variety constructed in ancient times and can be used to summon evil demons to bring about the end of the world. You probably won't come across many of these. Unless your name's Indiana Jones.**

### RUN INDY, RUN!

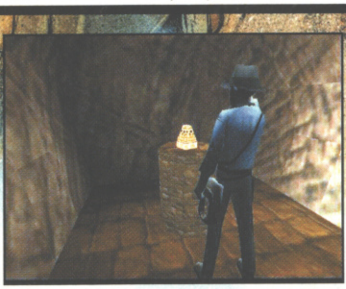
If the 'Ker-chak!' sound of a whip cracking gets you all excited and the rousing trumpeting of the Indiana Jones theme music reduces you to a dewy-eyed shambles, you probably need help. But even less hardcore Indy fans will be glad to know that *The Infernal Machine*, while unrelated to any Indy movies, is 100% true to the awesome action flicks.



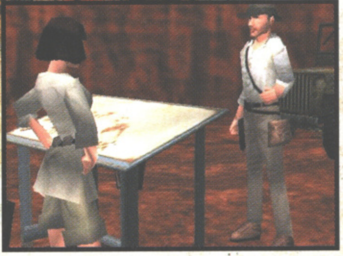
Everyone knows Indy hates snakes, and you will too as they tend to sneak up and nibble at your ankles, poisoning you in the process. Not nice



Indy's famous penchant for rope-swinging is recreated beautifully on your N64 – you even get a little Indy fanfare to accompany it



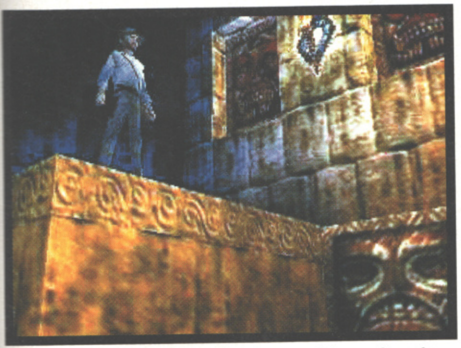
Treasures are hidden away all over the Indy world and you get special bonuses at the end of each area for finding the secret loot



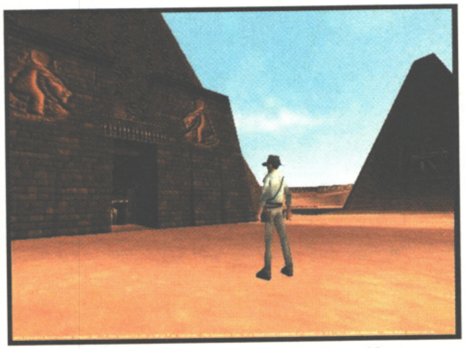
There's an impressive amount of speech during the lengthy cut scenes and the dialogue is suitably tongue-in-cheek for an Indy story

## HEY, OLD TIMER

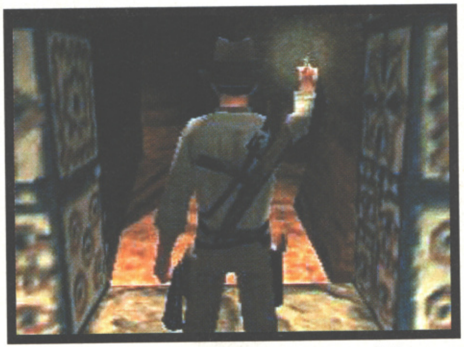
Set at the start of the Cold War, Indy may be knocking on a bit but he can still mix it up with the best of them. Anyone unfamiliar with this type of *Tomb Raider*-style action-adventure should muck about with the controls in the first few areas. You'll need to be a master of them later on in the midst of the clever traps and angry Ruskies.



**The tombs are moody and mysterious for sure, but sometimes the choice of graphics palette is questionable and garish**



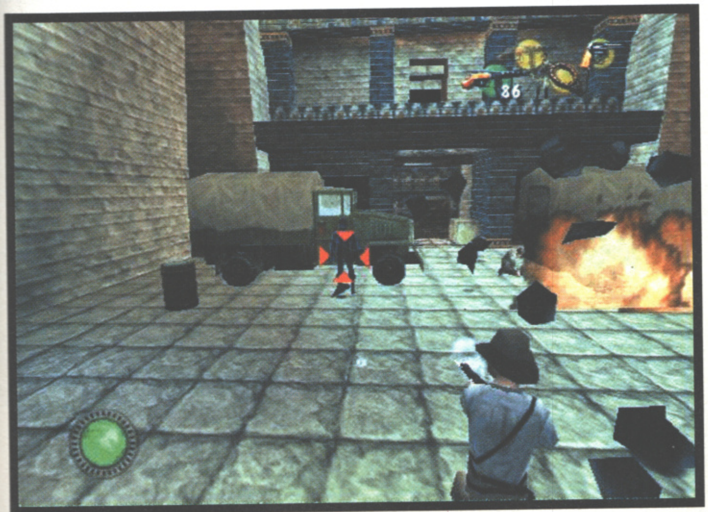
**Pyramids hide many a tricky trap to overcome along with an unhealthy amount of scorpions and snakes. Brr!**



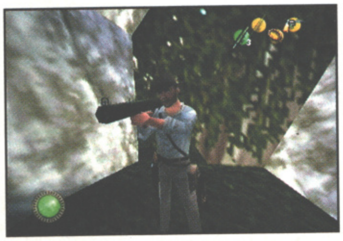
**Indy's trusty petrol lighter is good for lighting the way, finding treats in dark corners, and just admiring the ancient masonry**

## FEEL MY FIREPOWER

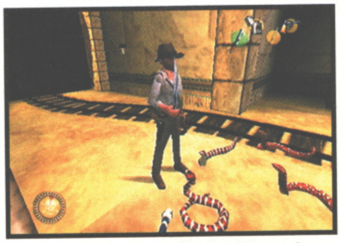
Half the battle in any action game is getting to grips with the range of weapons and handy little items you find on your travels. Indy gets to mess around with everything from standard issue pistols to mighty bazookas, from rusty gate keys to ancient machinery. Just like your average university professor, then.



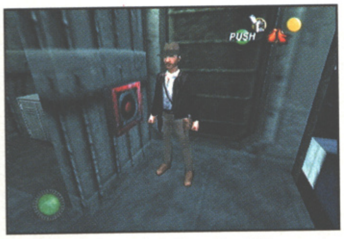
**Shoot the barrels to cause some pretty impressive explosions. Oh, and kill lots of guards too**



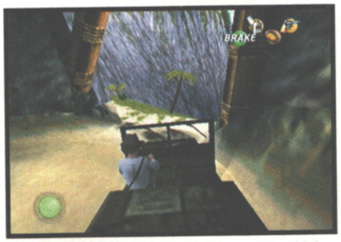
**This tasty bazooka makes you feel like a bad-ass**



**Strangely, the machete's crap for killing snakes**



**A *Zelda*-style button interface gives hints**

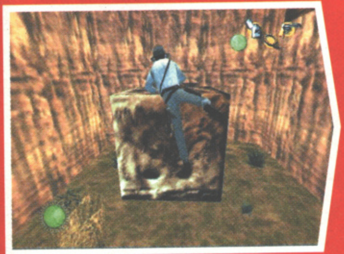


**You even get to commandeer (and crash) vehicles**

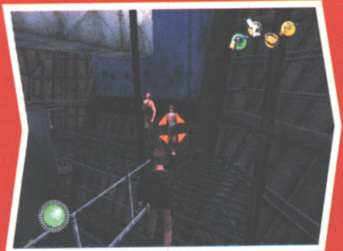
## INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLAYER GUI

### MOVE YO' BODY

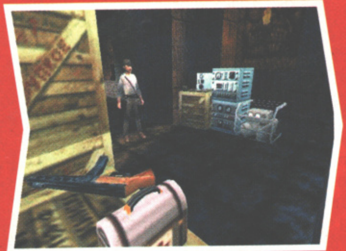
Indy is a limber old geezer with crazy skills for you to master. Here's what to look out for...



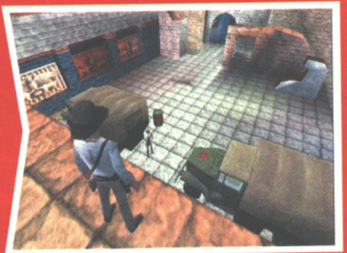
**Rock-climbing is a valuable skill, as is rock pulling and pushing to reveal hidden treasures and paths. Hmm, this gameplay seems a little familiar**



**The target cursor appears when you draw your current weapon, including semi-automatic pistols and a shotgun. Hold down the Z-button to lock-on**



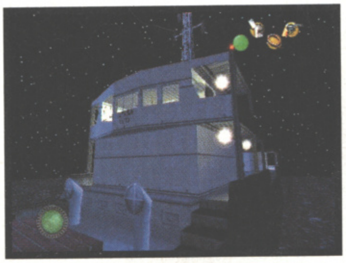
**The items in the foreground are dead useful, so nab 'em or regret it later. Meanwhile, check out the Russian version of a mini-system, circa 1947**



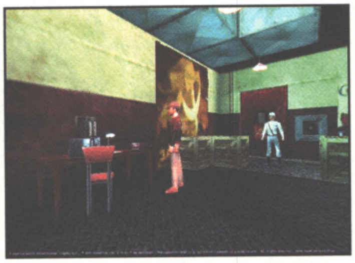
**Holding down the top C-button lets the player jig the camera around Indy for a better look. Sadly, there's no wee-on-guards button**

## WILD WORLD TOUR

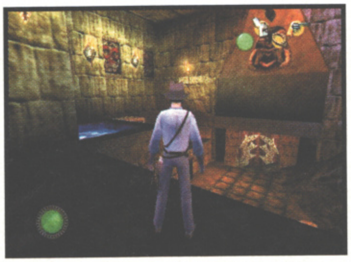
*Infernal Machine* gives players a whistle-stop tour of the world's tastiest archaeological hotspots. The game kicks off in the USA, then it's off on a round trip from the ancient city of Babylon, taking in the Americas and the Middle East en route, winding back to Babylon for the final showdown. Sadly, Indy doesn't get Air Miles.



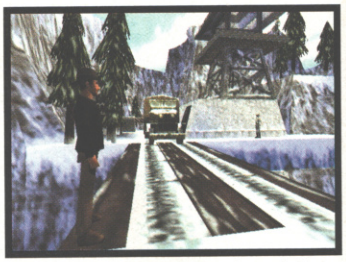
**Indy goes nautical aboard the Pudovkin. You'll be deep inside enemy Russian territory here without a weapon – but brains win over brawn**



**Contemporary early Cold War locations like this barracks area sit side-by-side with the ancient tombs. Top marks for variety**



**The older the environment you're exploring, the more likely it is to be rammed to the teeth with tricks and traps. Curse those ancient builders**

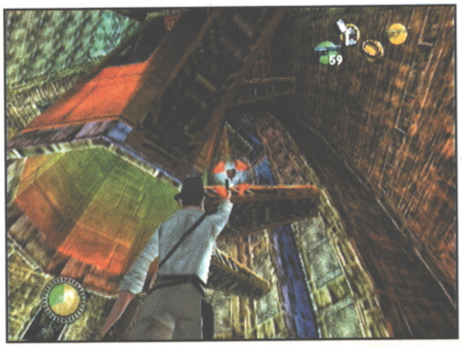


**It's not all sweaty armpits and sandy cracks in *Infernal Machine* – you get to do some snowbound sneaking and even rubber-ring rafting**

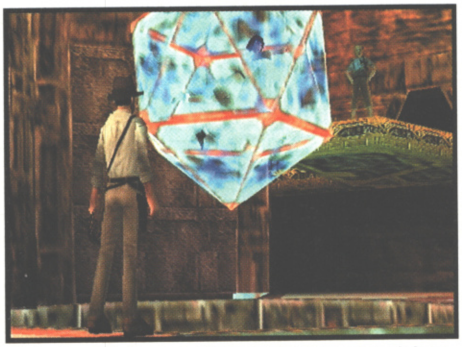
> **"The sheer variety of gameplay on offer makes Infernal Machine a cracking way to blow £50"**

## INFERNAL MACHINERY

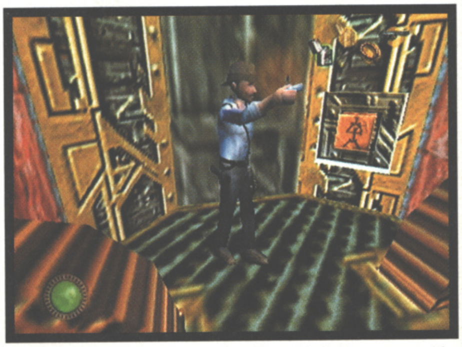
According to the Bible, the Tower of Babel was erected by some blokes who wanted to get so high up they could reach the Heavens and have a chinwag with God. Indy's game says otherwise: the tower actually housed a device to help summon a demon to bring about Armageddon. Crikey.



**Once you finally crack your way into the Infernal Machine itself, things become horribly complicated. For a start, the dazzling patterns on the walls and nasty colour-scheme hurt your brain**



**We don't want to give more of the plot away than we already have, but the adventuring lass in this floaty-ball deserves all she gets. That'll teach her to double cross our Indy... oops. Sorry**



**Dead-ends await everywhere and you'll need to light your way with your trusty lighter to save the day. Beating the game opens even more secret features and a whole new area to explore**

## WHAT WE THOUGHT...

**IF YOU LIKE THIS TRY THESE...**

**Any *Tomb Raider* game (PSone, PC, DC, GBC), Watching any Indy movie**

### INDY LOVES LARA

Some players will likely take one look at this two-year-old PC conversion and want to punish its face with a baseball bat. And, during the first few moments of play, we wanted to do so too. "Look at how Indy climbs the ladders like he's baked some brownies in his trousers!" we cried. "See how they've stolen loads from *Tomb Raider*!" we grumbled. But, given our initial scoffing then, it's a big old surprise to find that *Indy* blossoms and becomes a highly entertaining – if somewhat flawed – adventure in its own right.

### FIGHT FOR YOUR LIFE

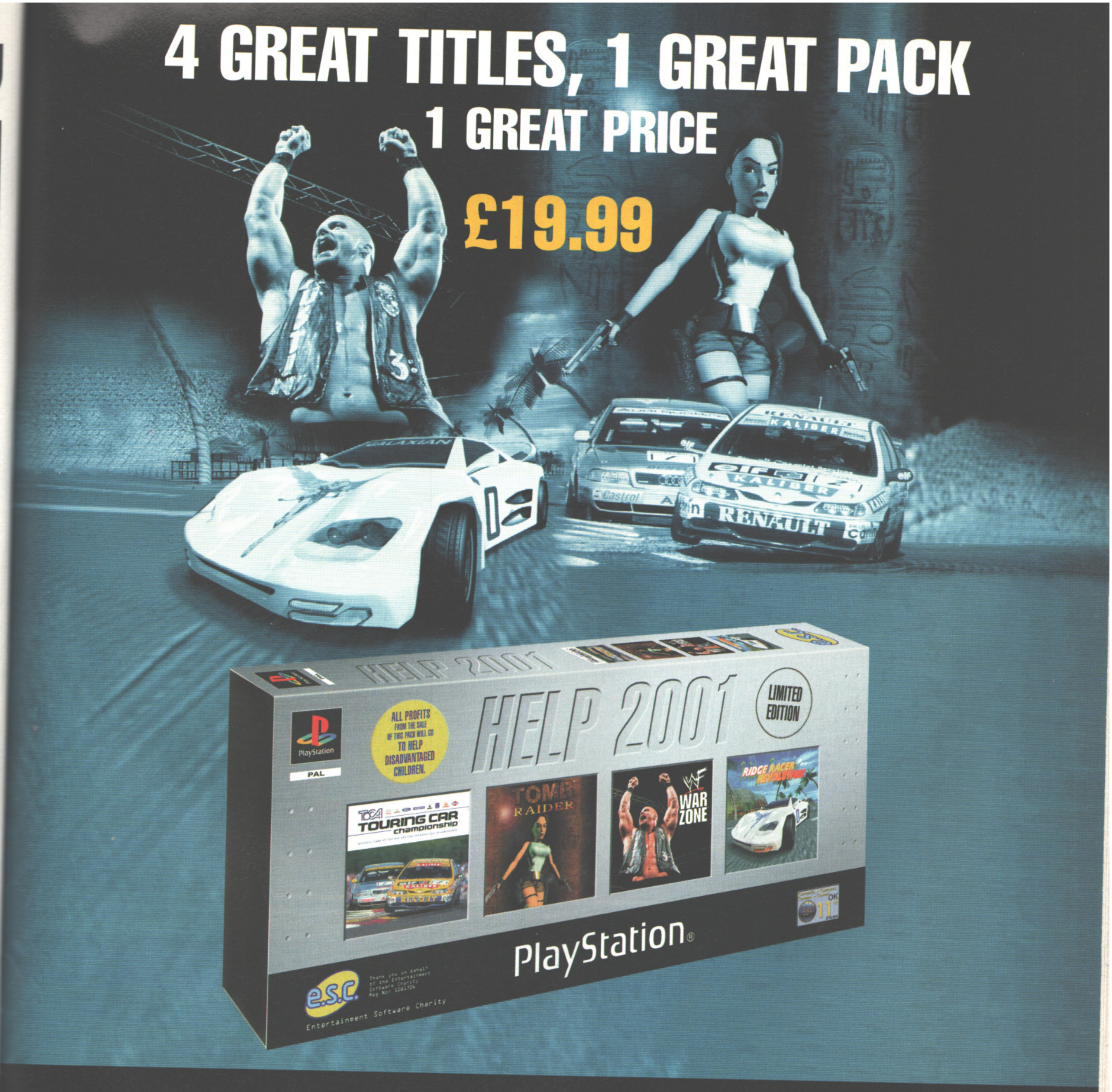
That the N64 never played home to a Lara game is a crime, and we reckon that's why *Indy* works so well. It shouldn't be enjoyable, with its clumsy controls, the occasional glitchy graphic and the slowest of exploration, but it is. Investigating each location carefully is utterly absorbing and is rewarded by finding secret treasures. There isn't much combat or all-out action, and the game's certainly no spectator sport, but the sense of panic and of fighting for your life in those rare action-based moments is neat.

### GOT NINTY? GET INDY

Even the harshest player who likes their thrills polished to the Nth degree should enjoy *Indy* – if they give it a chance. The first sections don't impress that much but the deeper you get into the game, and the more puzzles you solve, the more hooked you get.

Puzzles get tough later and death will lick your face with an alarming frequency but provided you save regularly, none of the challenges will seem impossible. The sheer variety of gameplay on offer, including vehicles to master and increasingly complex puzzles to solve, makes *Infernal Machine* a cracking way to blow £50. Throw in some spot-on Indy action-flick atmosphere and the whole thing becomes rather an attractive package. A bit like a scantily-clad Rachel from S Club 7 dropping through your letterbox.

**computer and video Games**
★★★★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Entertainment Software Charity

PlayStation

ALL PROFITS FROM THE SALE OF THIS PACK WILL HELP DISADVANTAGED CHILDREN

△○✕□

DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION

PlayStation

COST: **£29.99**
OUT: **25 MAY**
MULTIPLAYER: **1-2**

# MAT HOFFMAN PRO BMX

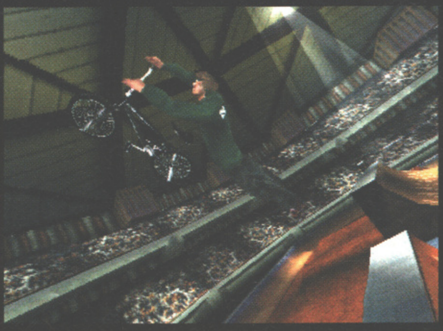
## Fly like an eagle, spin like a hurricane, land like a brick

**If God hadn't wanted man to fly, he wouldn't have allowed us to invent metal to make bikes or cement to build great big half-pipes. Birds might well be able to stay airborne longer than a man on a BMX, but they don't really make the most of it. No 900° rocket airs, no supermans – nothing. Seems like evolution robbed birds of the part of the brain that compels man to do stunts and not eat wriggly worms. Never mind, pity them with some digital BMXing.**

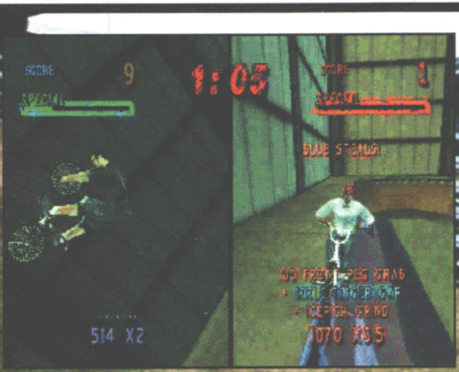
**WORDS & SCREENSHOTS: DEAN SCOTT**

### WHAT'S THE CRACK?

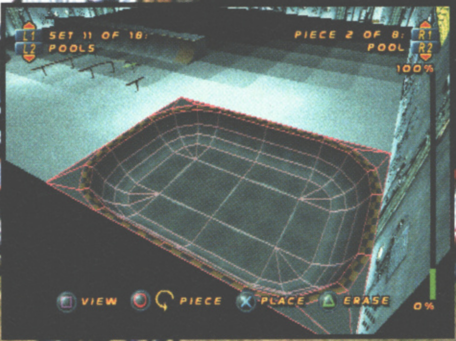
*Mat Hoffman* is about showing off. It's about risking breaking your neck trying to go higher and faster. It's about spinning more times in the air without landing on your face, smashing your teeth down your throat. Playing is an adrenaline rush, as it should be. *Dave Mirra Freestyle* feels like a baby's bike with stabilisers in comparison.



**Get on your bike, build some speed, hit the ramp hard and fly. Then unleash your stunt tornado high in the sky. We are *so* gnarly**



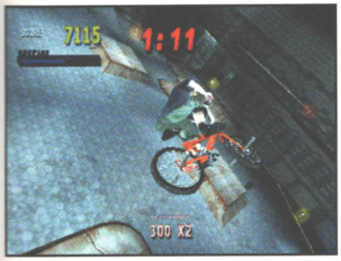
**Two-player kicks ass even harder than solo. Stretch your trick repertoire to make one of your mates look crap**



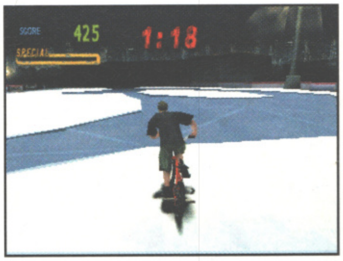
**Build your own arenas if you're bored. It doesn't take as long as you might think, honest. But you've only yourself to blame if they stink**

## COURSE FOR CONCERN

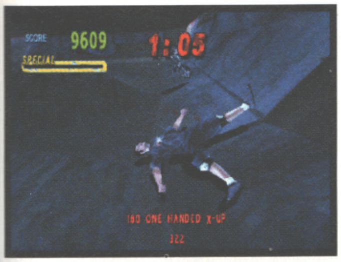
*Hoffman* borrows the rock-solid trick system from *Tony Hawk*'s, so it plays pretty spectacularly. The courses are similar too, though they don't match *Hawk*'s finer moments. The London Underground stage is cool, though, and we'll be sure to check out the half-pipes next time we catch the Tube.



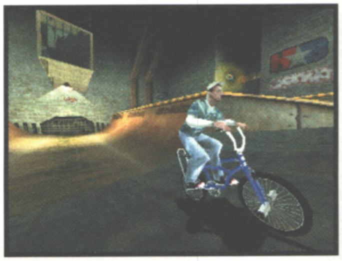
**London Underground is jump central**



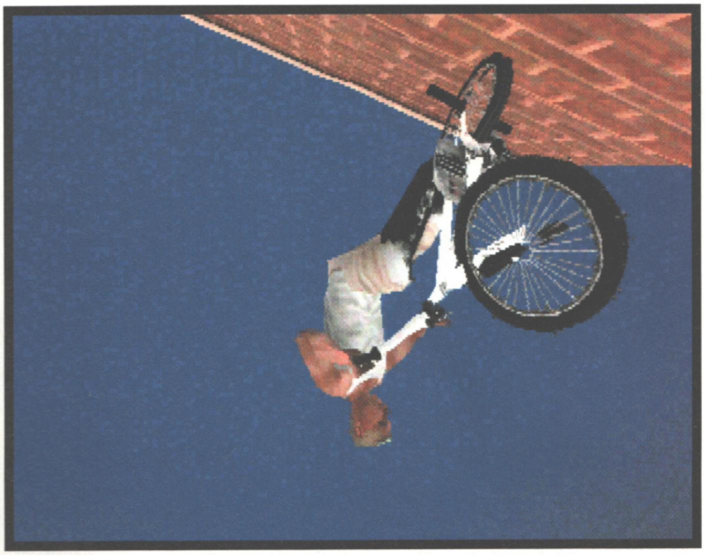
**Ride across ice in New York City Park**



**You have to prove your worth in competitions. Not fall off like a wuss as we did here**



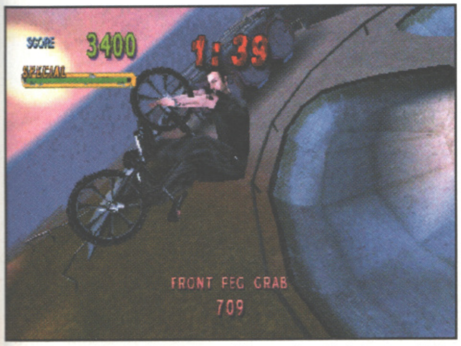
**A couple of *Hawk*'s *1* levels get reprised. Genius or cheeky? We'd opt for the latter**



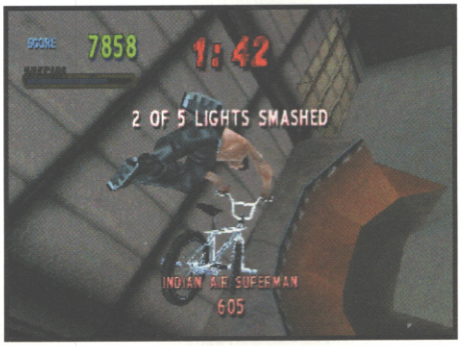
**Be sure to check out the full replay after you've had your two-minute shred. Some of the camera work is exactly like those BMX programmes that are on Channel 5 at 3am. That nobody ever watches**

## WHO'S THA MAN?

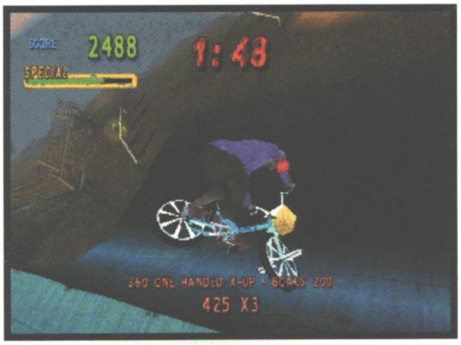
If you've never played an extreme sports videogame, *Mat Hoffman* comes highly recommended. But let's face it, you probably clocked *Hawk's*. *Hoffman* controls identically to *Hawk's*, but the trick timing is tougher to master and it's much harder to earn the big scores. We'd go for *Hawk's 2* as the ultimate champion with better levels and range of tricks.



**The fact that this is a BMX game will more than likely be enough for bike fans. No matter how *Hawk*'sy it may be**



**The level objectives are pretty formulaic. Knock stuff over, collect letters, score big, find hidden object. You know the story**



***Hoffman* shares its game guts with *Hawk*'s *1*. As a result, *Hawk*'s second installment is the prettier and slicker title**

## WHAT WE THOUGHT...

**IF YOU LIKE THIS TRY THESE...**

***Tony Hawk's Skateboarding* (PSone, DC, PC), *Tony Hawk's Pro Skater 2* (PSone, DC, PC)**

### WHAT YOU NEED TO KNOW

There's no denying *Mat Hoffman Pro BMX* is a fine game. Getting out there on your BMX and pulling phat tricks in the sky pumps the blood like the sight of Jennifer Lopez sitting on the end of your bed in the buff. The learning curve is harsh but fair, there's lots to see, and the two-player games are awesomely competitive. BMX kids can rest assured they have been served the *ISS* of bike games.

### BIG PROBLEMO

Thing is, there's a strong chance you've seen all this before. It was in a slightly different box, it featured a man on a skateboard, and it was called *Tony Hawk's Skateboarding*. Not only does *Hoffman* rob its graphics engine from *Hawk*'s, it also robs the controls and gameplay – the lot. It leaves our Tone with only a flimsy skateboard to cover his modesty. This is the Big Problem. *Hoffman* cannot be recommended to *Hawk*'s players unless they really feel they need more of the same.

### METAL IS HEAVIER THAN WOOD

The only significant departure from the skating games is the trick timing, which is altered to reflect the fact that it takes longer to chuck a large metal thing around in the sky than it does a small thin wooden thing. You soon adjust, but at first you'll be confused at the biker's reluctance to trick, even though you're telling him to.

### HOLY TRINITY

The other big sticking point is the level design. Both *Tony Hawk*'s games boast far more interesting tracks, and the Construction Site in *Hoffman* particularly looks like the work experience kid designed it. Not good. The final reckoning? Had *Hoffman* been the first of Activision's extreme sports Holy Trinity, we'd be adding least another star to the score. But as good as *Hoffman* is, it isn't better or any different than the existing skating games. *Hawk*'s on GBA is a far more stirring proposition for all you gnarly dudes out there.

computer and video Games

★★★

PS2

COST: **£39.99**
OUT: **JUNE**
MULTIPLAYER: **NO**

*Extermination* just misses promotion into the survival horror big-league

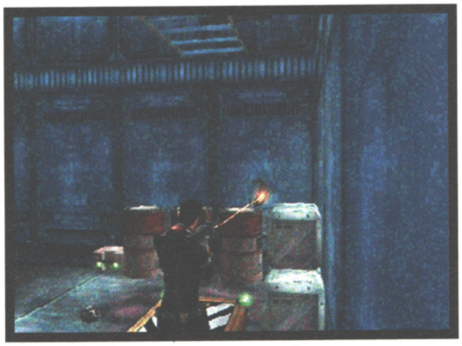
# EXTERMINATION

**WORDS & SCREENSHOTS: JOHNNY MINKLEY**

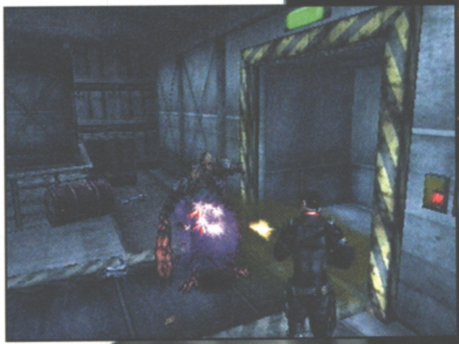
**Years of research, millions of dollars of funding, some of the world's finest scientists on the brink of a monumental breakthrough: and then it all goes horribly wrong. Buried deep within secret US government labs near the South Pole, frightening experiments have led to the creation of a deadly virus and hordes of murderous mutants. As Dennis Riley, part of the US Marine Corps, you and your squad have been ordered to check out the government base. With no clue as to the devastation that you will meet, you bravely make your way into the compound...**

## EXTERMINATE! EXTERMINATE!

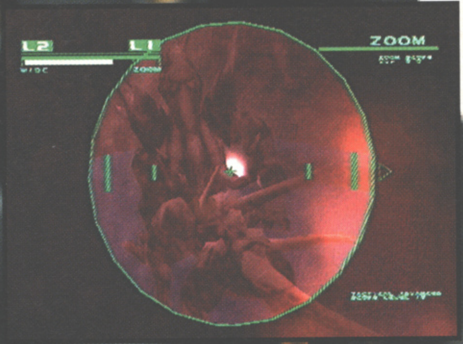
There isn't a vast range of different monsters in the game, but the beasts that are featured are quite enough of a pain in the arse, ta very much. The tactics required to beat each creature type are completely different, constantly making you think for your carnage.



These crawling critters are the bane of Riley's life. They are easy to despatch, but in great numbers can cause serious problems



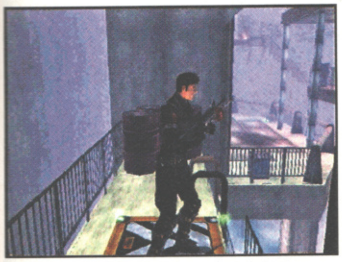
These mutants are rock hard: let them near you and they'll decimate your health with a single smack of a deformed stump

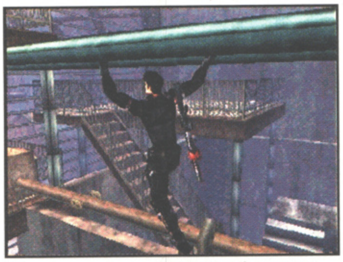


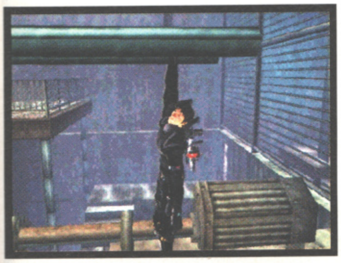
Man's best friend. Or not. Offering them a treat probably won't work. These dogs want bones – *your* bones

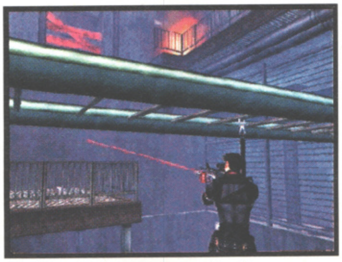
## LOVELY LADDERS

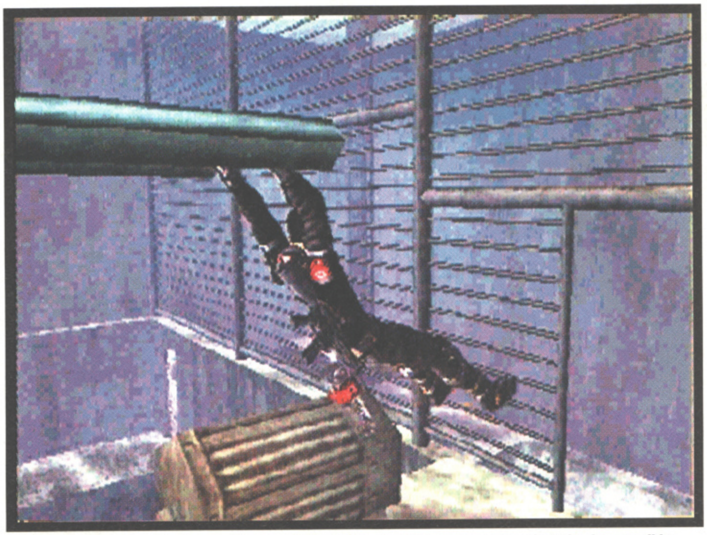
Controls, despite the flaws described below, are extremely straightforward, with all basic functions performed using only a couple of buttons. Some of the cooler advanced features are enacted at the precise moment they are required, and the overhead ladder definitely offers the sweetest of these.


**Stand on this pad to jump up and grab the bar**


**Riley scampers across the ladder like a natural**

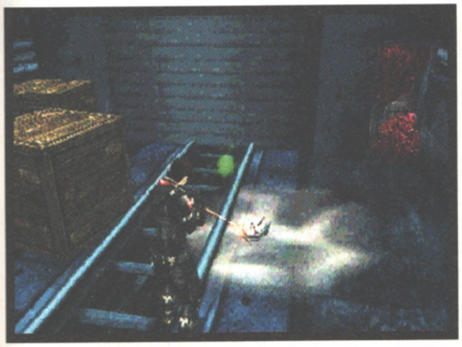

**You can lean sideways to reach certain platforms**

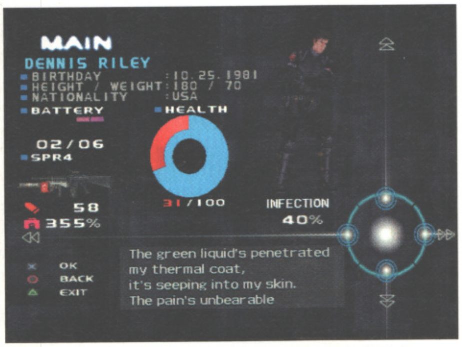

**Hit R1 to attach a harness for shooting**


**At the end of your monkey bar routine, perform an Olympic dismount to reach otherwise inaccessible areas. Other moves include crawling through dingy air vents in search of more creatures to kill**

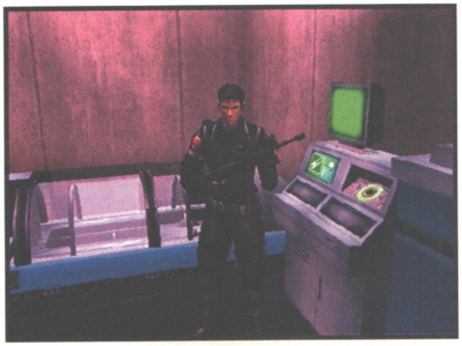
## ERASE THE DISEASE

The monsters all spread a deadly virus that rapidly infects the body, which if it's not contained has the potential to wipe out the human race. Best make sure you know exactly where you can find a cure. When infected your health won't ever reach maximum and Dennis limps around the place like a circus freak.


**Angry slugs will invariably spew globules of poison at you. Just like the ones that live in those genetically modified crop fields in Norfolk**


MAIN
DENNIS RILEY
BIRTHDAY :10.25.1981
HEIGHT / WEIGHT :180 / 70
NATIONALITY :USA
BATTERY
HEALTH
02/06
SPR4
58
355%
31/100
INFECTION
40%
OK
BACK
EXIT
The green liquid's penetrated
my thermal coat,
it's seeping into my skin.
The pain's unbearable

**The state of Riley's condition can be viewed at any time. Right now he's not looking so good. 40% infection is not a healthy way to be**


**Intensive care units allow you to heal the infection. At least they had the grace to create a cure to go along with their killer plague**

## WHAT WE THOUGHT...

**IF YOU LIKE THIS TRY THESE...**

***Onimusha Warlords* (PS2), *Resident Evil Code: Veronica* (DC), *Dino Crisis 2* (PSone)**

### THE BORROWERS

*Extermination* borrows from a whole bunch of games, pillaging from the survival horror genre in an attempt to give the likes of *Onimusha* and *Resident Evil* a run for their money.

Sony says it's not survival horror, rather 'panic action'. It's certainly true there is greater emphasis on action than is typical to the genre, but as it's been developed by the guy behind the original *Biohazard*, you shouldn't be surprised that it bears many similarities to Capcom's classic series.

Crucially, the foreboding, edgy atmosphere is ever-present and you will genuinely be in a state of fearful anticipation as to what lies beyond the next door. The action-sensitive score underpins this effectively.

### DRASTIC TACTICS

Notwithstanding the lack of differing enemy types, those that are present are different enough to each require a separate set of tactics to destroy. Speaking of which, tactical play is always at the forefront of the experience, thanks to the limited amount of ammo available to pick up.

Because of this, it's absolutely vital you remember where the sporadic save points and ammo refill units are placed – otherwise you'll end up in a whole world of pain as you resort to defending your diseased body with a feeble knife.

### NEAR MISS

So why only three stars? Well, quite simply everything it does well is undermined by a fiddly control system. Basically, the laser sight and sniping functions work well on enemies at a distance, but it's needlessly awkward to pick off the little swines at point blank range.

Our pad was flung to the ground on more than a few occasions, as we desperately tried to turn and aim, instead floundering like a drunkard as Riley's energy was quickly sapped by slavering foes.

This spoils what could have been a top PS2 game. *Extermination* is a challenging, atmospheric title with some lovely touches, but the flawed controls seriously affect gameplay, reducing it on occasion to moments of pure frustration. Shame.

computer and video GAMES
★★★

**PC CD ROM**

COST: **£29.99**

OUT: **NOW**

MULTIPLAYER: **1-8**

# CONFLICT ZONE

The first to the warzone these days are the media. Who said the revolution wouldn't be televised?

**WORDS & SCREENSHOTS:** MAURA SUTTON

### WHAT YOU NEED TO KNOW

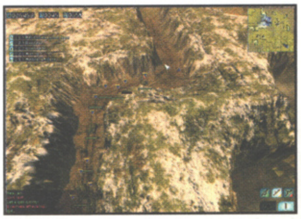
*Conflict Zone* is a smarty-pants RTS that attempts to introduce the concept of the media-friendly war. It boasts a glossy, high-tech look that reflects the modern age of the smart bomb and the surgical strike.

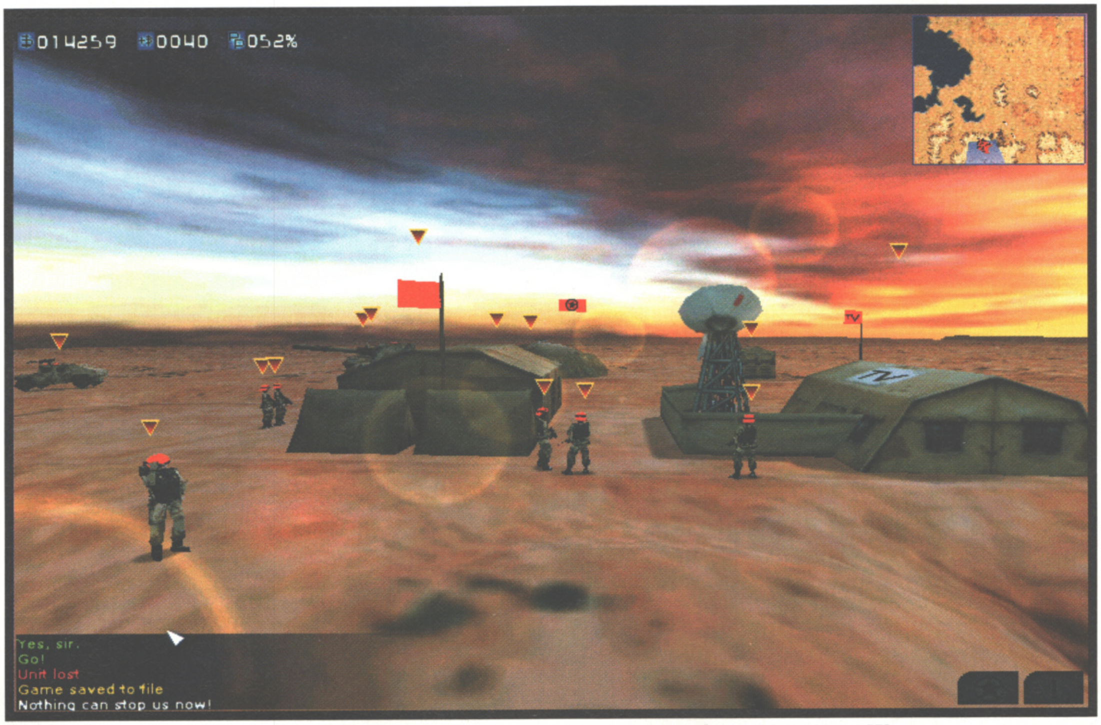
Set nine years in the future, reporters dog your every footstep and you even get to employ your own cameramen in the field for propaganda purposes.

### REBEL WITH A CAUSE

You can play as either ICP, the establishment peacekeepers, or Ghost, a shadowy rebel force. Both sides have to court the media, the ICP for its public relations image and Ghost to highlight its cause and gain donations.

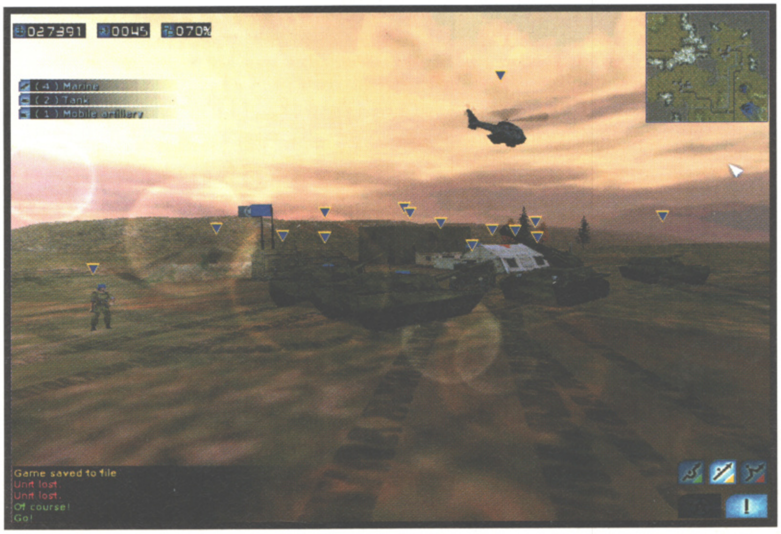
Conflicts involving the two take place all over the world and appear frighteningly realistic in terms of the political scenarios they depict.


The bird's eye viewpoint aids planning



Yes, sir.
Go!
Unit lost
Game saved to file
Nothing can stop us now!

Crack Ghost troops enjoy a quiet smoke at sunset. The 3D visuals and environments wouldn't shame your average FPS, let alone an RTS



(4) Marine
(2) Tank
(1) Mobile artillery

Game saved to file
Unit lost
Unit lost
Of course!
Go!

Once you build a vehicle factory you can start cranking out some serious hardware. It all looks mighty fine

### COMMAND PERFORMANCE

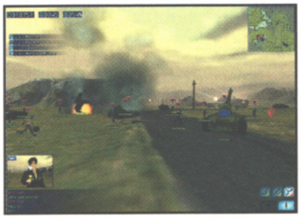
You have the usual base-building duties, but you can delegate to four Commanders, letting you concentrate on war without getting bogged down by mundane duties.

Never before has a theatre of war looked so lush and detailed, and the 3D camera work is equally impressive and effortless to use.

### WORTH PLAYING?

Not unless you've got a monster PC. This baby needs a decent video card and an 800Mhz+ processor to get it up and running, whatever the blurb on the box says. If you do have the right hardware, *Conflict Zone* will certainly show it off.

The enemy AI is fantastic. The opposition attack with incredible ferocity, using air-raids and sabotage missions on your bases. On the minus side, there's not much on offer here we haven't seen before in terms of combat, which is not to say *CZ* isn't a rollicking good romp through the trenches.

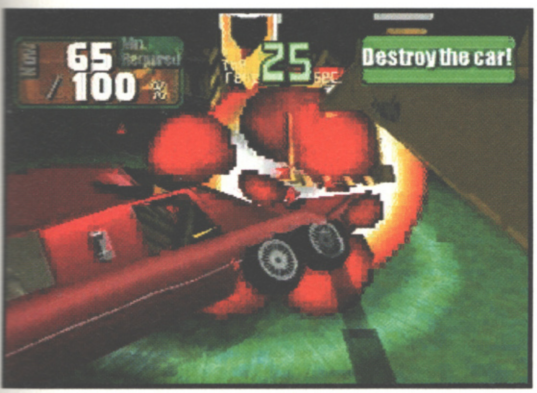

Zoom right in to get some amazing views

**computer and video GAMES**

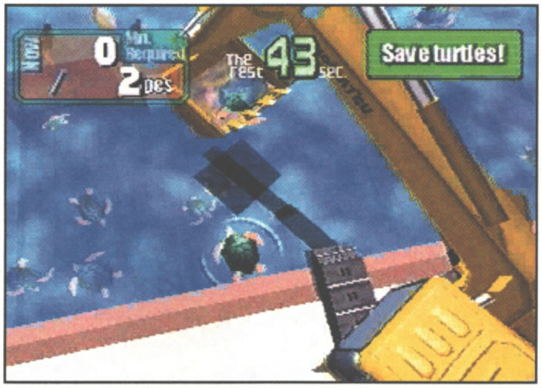
★★★★

**IF YOU LIKE THIS TRY THESE...**

*Z: Steel Soldiers* (PC)
*Ground Control* (PC)


Now
65
Min. Required
100 %
The rest
25 sec
Destroy the car!

Go on, smash it up. You know you want to. Even better if Hear'Say are inside


Now
0
Min. Required
2 pcs
The rest
43 sec
Save turtles!

It's not all about destruction of defenceless buildings. Rescue the turtles. Aww

# POWER DIGGERZ

Make like a builder – drink tea and show yer bum

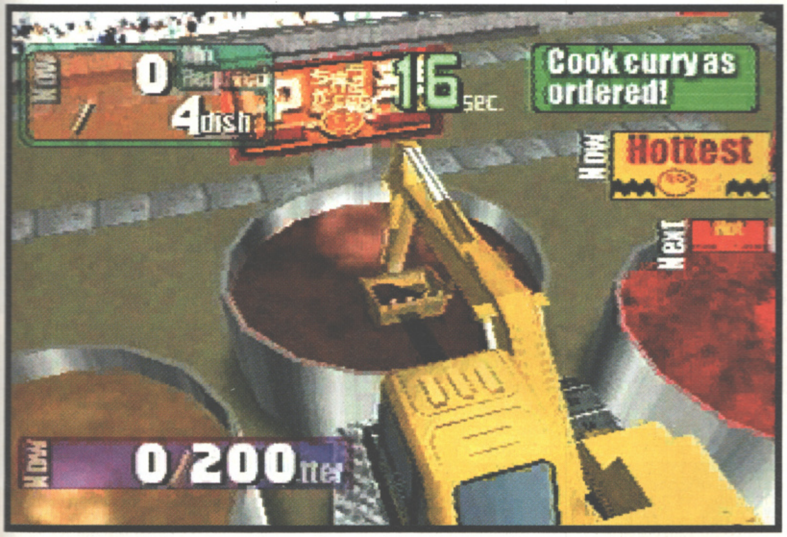
**WORDS & SCREENSHOTS:** MAURA SUTTON

**PC CD ROM**

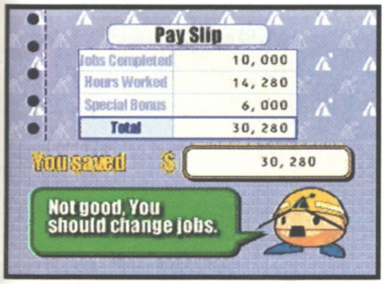
COST: **£19.99**

OUT: **NOW**

MULTIPLAYER: **1-2**


Now
0
Min. Required
4 dish
16 sec
Cook curry as ordered!
Now
Hottest
Next
Now
0/200 liter

Don't try this in the kitchen at home. No-one enjoys metal filings in their chicken curry



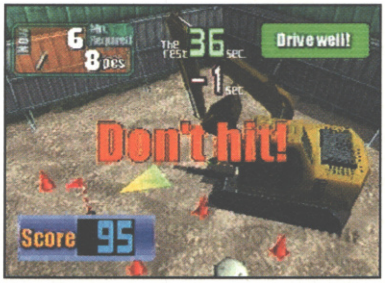
Pay Slip

| | |
|---|---|
| Jobs Completed | 10, 000 |
| Hours Worked | 14, 280 |
| Special Bonus | 6, 000 |
| Total | 30, 280 |

You saved $ 30, 280

Not good, You should change jobs.

Videogames characters can be very cruel sometimes


Now
6
Min. Required
8 pcs
The rest
36 sec
Drive well!
-1 sec
Don't hit!
Score 95

The training levels are really difficult. *Too* difficult

### WHAT YOU NEED TO KNOW

*Power Diggerz* is completely mad. If you've ever harboured a secret hankering to drive a JCB digger and smash things to bits (and who hasn't?), then this game is for you.

### SMASH IT UP

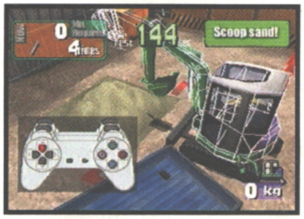
If you thought forklift racing was the best part of *Shenmue,* you're gonna love this. Despite the cartoonish presentation, it's a pretty challenging game. There's a lengthy training mode with a punishing time limit where you learn to manoeuvre your JCB and knock over flagpoles and pre-fabricated buildings.

Handling is realistically awkward and takes lots of practice. Once you've mastered a few basic moves, you can then progress to the mini-games that are represented as Situations Vacant ads on a notice board. Very cute.

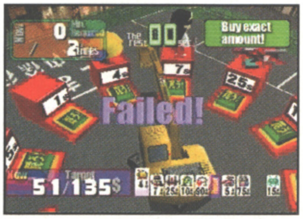
### CURRY CLUB

This is where the fun really starts. As well as trying to steer your lumbering digger along a narrow course suspended in mid-air, you also get involved in some truly surreal scenarios, including making a curry in gigantic pots.

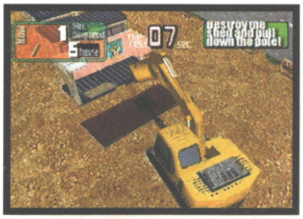
If that's not bizarre enough for you, what about rescuing little turtles from a pool? Even better, how about smashing up a nice shiny stretch limo until it's just a smouldering hunk of metal? It's madder than a clown sandwich, but a hell of a lot of fun all the same.


Now
0
4 times
144
Scoop sand!
0 kg

Use the diagrams to master the digger


Now
0
2 times
00
Buy exact amount!
Failed!
51/135$

Your wages get docked for mistakes


Now
1
5 times
07 sec
Destroy the shed and pull down the pole!

Demolishing office buildings is fun. Honest

### WORTH PLAYING?

It's big, bold and colourful with a screaming commentator who yells at you when you go wrong. You also get bonkers on-screen messages telling you that you've been sacked or earned a pay rise. No matter that they occasionally get the spelling wrong, it all adds to the generally frenzied feel.

Like many mad Japanese arcade conversions, *PD's* utterly compelling – but only for a while. It's aimed at younger gamers and, while good for a laugh in short bursts for all ages, your attention wanders off all too soon. Should be a cult hit, though.

computer and video **Games**

★★★

**IF YOU LIKE THIS TRY THESE...**
*Incredible Crisis* (PSone)

PS2

COST: **£39.99**
OUT: **NOW**
MULTIPLAYER: **NO**

The *Resident Evil* series may well be the dog's donuts when it comes to survival horror, but the Capcom creep 'em ups certainly weren't the originators of the genre. That accolade goes to the *Alone in The Dark* series, with its rancid old mansions and ghastly goings-on way back when Raccoon City was just a twinkle in a zombie's eye. Things are different now,of course. Technology has moved on, shock horror tactics are no longer a novelty and Raccoon City is just a pile of rubble. Ho hum.

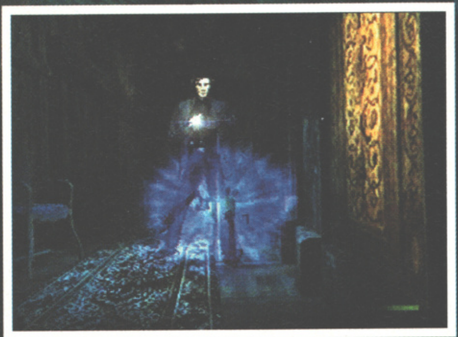
# ALONE IN THE DARK: THE NEW NIGHTMARE

A tense trip deep into the heart of darkness

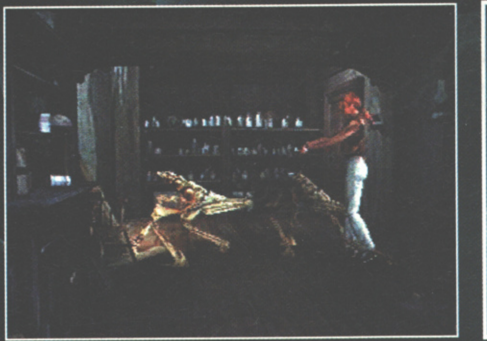
WORDS & SCREENSHOTS: MAURA SUTTON

## ALINE IN THE DARK

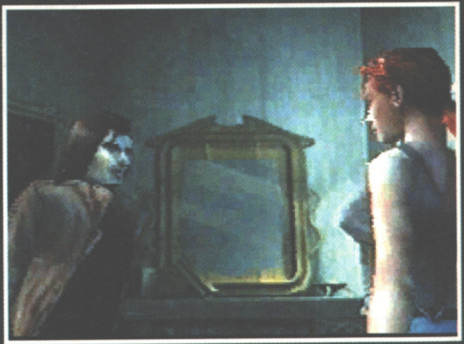
Edward Carnby was the lone hero of the first three *Alone In The Dark* games. Now he's found himself a cute scientist chick to ferret around with. You can choose to play as either Edward or Aline and accordingly the game plays differently. Aline is better at first, as you get to learn more about the secrets of the house.



He may be known as the Supernatural Detective, but our Eddie still packs a good old-fashioned *triple*-barrelled shotgun. Kickass!



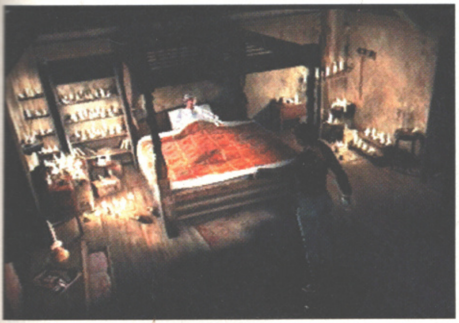
Aline Cedrac is Edward's reluctant companion on his trip to Shadow Island. In the beginning she's got only a torch for protection. Yikes!

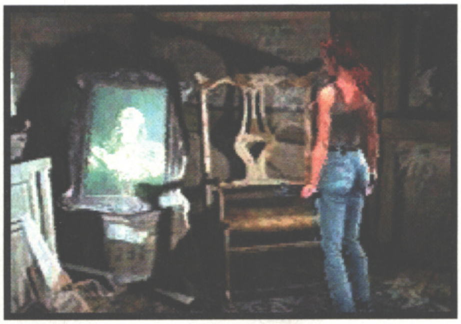


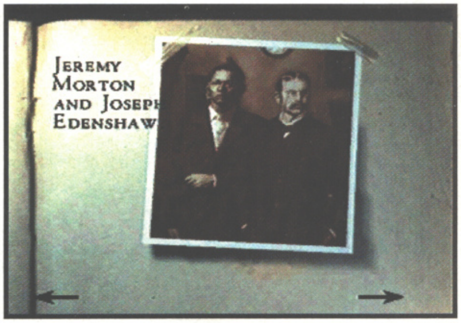
Occasionally Aline and Edward bump into each other and compare notes. They can also keep in touch via walkie-talkies

## FAMILY PLOT

Care has been taken to weave a plot so twisted it makes Alfred Hitchcock look like Enid Blyton. There are documents to be found and pored over as well as artifacts, strange symbols and mysterious photographs. A great twist is the way Aline and Edward are sometimes at loggerheads, keeping secrets from each other as well as trying to discover the true horror of Shadow Island.


This scary old lady is Lucy, the matriarch of the Morton family

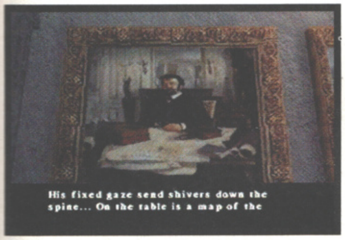

Aline is on the island to find out about her absent father



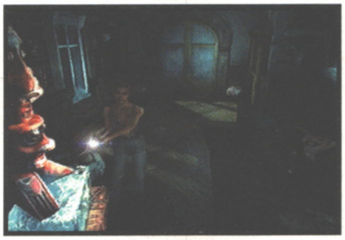
American Indian Edenshaw appears to hold the key to the mystery

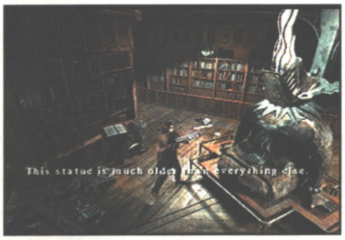
## BRAIN STRAIN

Like any survival horror worth its salt, there are plenty of fiendish puzzles. In truth, the game suffers from the focus being too much on cerebral tasks at the expense of monster-mashing. And while the pre-rendered backdrops look gorgeous, the clutter filling the mansion makes it difficult to spot vital clues. Prepare for much frustration and needle-in-haystack style searching.

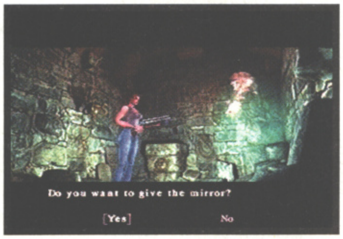

His fixed gaze send shivers down the spine... On the table is a map of the

Paintings are always good for clues to puzzles


Turn out the lights to reveal the hidden gun


This statue is much older than everything else.

Sometimes you wish for a bit more action

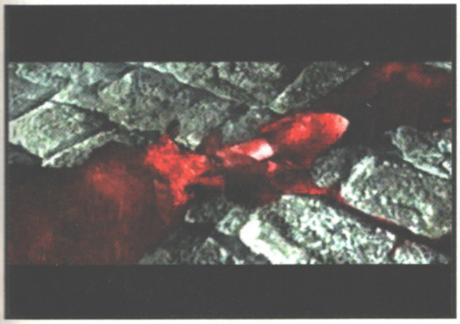

Do you want to give the mirror?

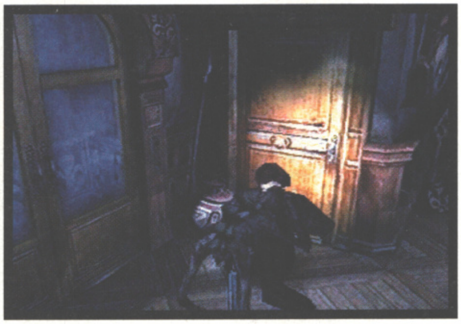
[Yes] No

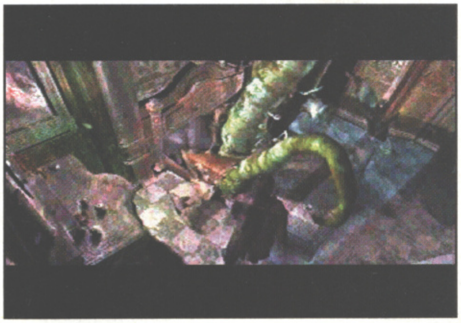
It's curtains if Aline makes the wrong choice here

## TERROR VISION

Anyone who played the other *AITD* games will tell you they featured some genuinely freakish and disturbing scenes. While *New Nightmare* does boast some pretty sharp shocks and plenty of shadowy menace, it doesn't quite match the creepy weirdness of the previous titles, opting for the standard Hammer Horror scenarios of Black Magic dabblings and human sacrifices.


Early in the game you witness the bloody mauling of a guard dog


The majority of the monsters are easy to kill and hardly horrific


The FMV sequences are used effectively to heighten the drama

## WHAT WE THOUGHT...

**IF YOU LIKE THIS TRY THESE...**

***Resident Evil* 1-4 (PS, PC, DC, N64), *Nocturne* (PC)**

### LIGHT FANTASTIC

How did they do it? How did the brains behind *AITD* manage to fashion such a visual treat out of a grey rectangular box way past its sell-by date? The intricate design of the rooms and the astoundingly effective use of light and shade to convey emotions and heighten the senses is stunning.

The atmospheric sounds and music also help to create the slow-burning tension of exploring a creaky, shadow-filled mansion.

### WHAT LIES BENEATH

But for all the exquisite beauty on display, *AITD*'s gameplay is less impressive. There are plenty of interesting and compelling moments, but there are also too many periods of aimless wandering in search of a little demon action.

The creatures themselves are far from frightening and there's nothing here anywhere near as terrifying as *Res Evil*'s Nemesis or the serial killers in *Shadowman*.

### WORTH PLAYING?

Anyone expecting a full-on, bowel-loosening horror experience should prepare to be disappointed. This is one to get the brain cells pumping rather than the adrenaline. Those who like to drool over lush pre-rendered backgrounds and cunning puzzles will be in seventh heaven. But those who like more action with their mystery might want to wait and see what extras the PS2 and PC versions have to offer.

computer and video Games
★★★★

PS2

COST: **£39.99**
OUT: **NOW**
MULTIPLAYER: **NO**

**There's an entire army heading towards you, brandishing swords and explosives. Just as they're about to kill you, you whistle to your faithful servant. He chucks you your horse-slasher – a blade about as big as you are. One swing and the first line are down. Two swings and they're dead. In case you haven't worked it out, *7 Blades* is all about fighting. And more fighting. With a giant, crispy side order of extra fighting with cheese. Yum.**

Sometimes, one sword just ain't enough

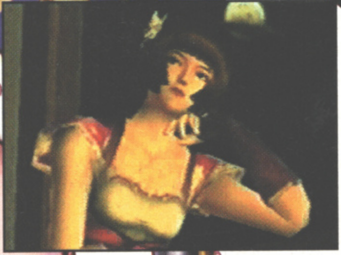
# 7 BLADES

WORDS & SCREENSHOTS: JOFF BROWN

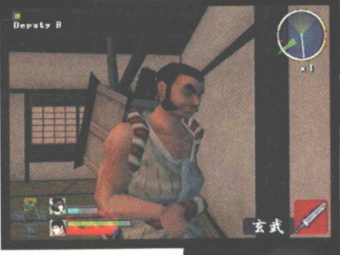
## BLADERUNNERS

Forget adventuring across platforms or role-playing in huge worlds. This is arcade-style fighting fun set in feudal Japan, with tons of enemies flying at you and only your swords to attack with. Run through the levels killing evil minions with help from your sidekick and servant. Nice and simple, then.

**Gokurakumaru is the hero of the game. He's a no-nonsense ninja type with a taste for witty insults**



**Oyuri is your classic female warrior. What she lacks in strength, she makes up for in speed**

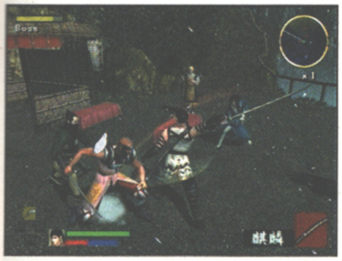


**Togizo is Gokurakumaru's servant. Besides lending moral support he carries your swords around**

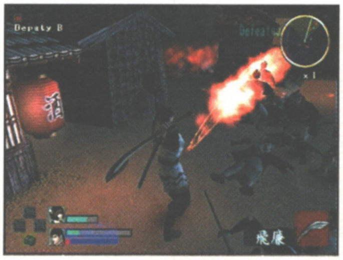
**These guys are your enemy. They live on strangely shaped flying machines. Nutters, one and all**

## SEVEN BLADES FOR SEVERAL BOTHERS

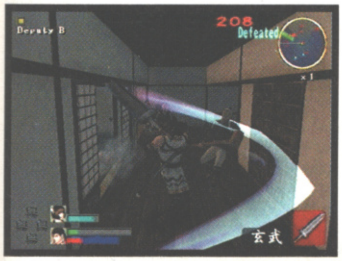
There's many a weapon to carve up your troublesome enemies in *7 Blades*. But apart from the magical swords you collect during your quest, Oyuri carries a pistol for some ranged combat.



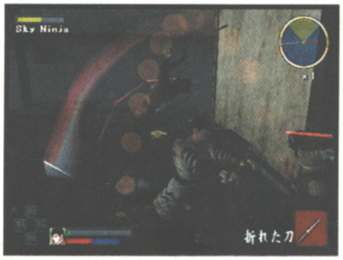
Your standard sword is fast but no lightsaber



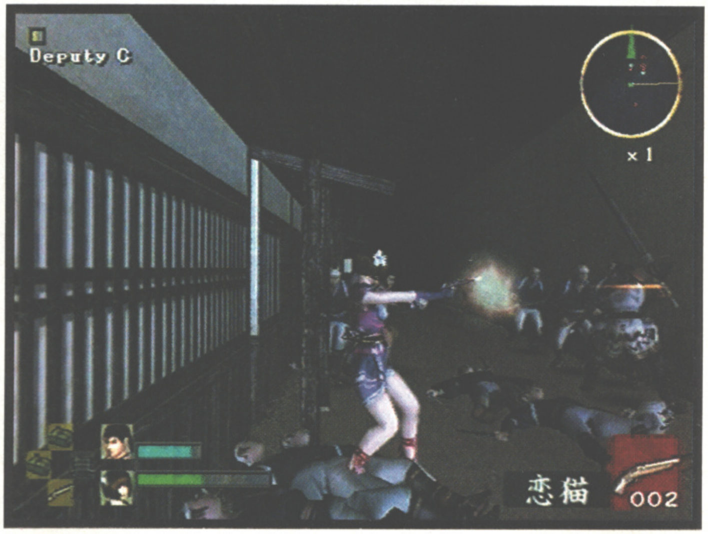
This boomerang blade can be thrown at enemies



The horse-slasher can knock ten enemies down



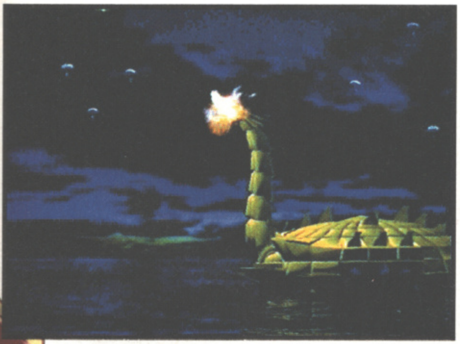
Later on you'll have to fight with a broken blade



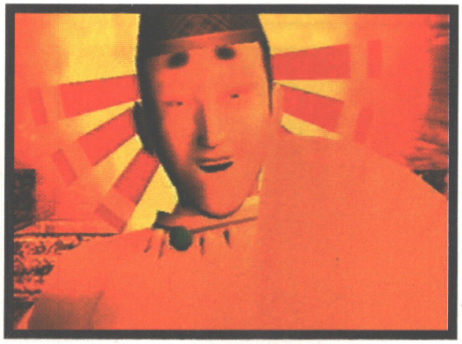
Poor old Oyuri has to make do with a pistol. It may only be able to hit one enemy at a time, but when they're down, they stay down. Still not as interesting as a great big chopper though, is it?

## DIRECTOR'S CUT

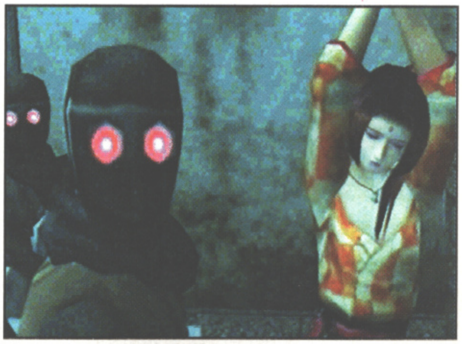
Though *7 Blades* may look like an straightforward 3D action game, it's actually based on an obscure martial arts movie called Legend of Zipang. In fact, the gamemakers even roped in the film's director to make sure everything was suitably movie-like – and it is. Enemies taunt you as you fight and generally act like real characters.



A very odd opening sequence seems to imply the dragon lives underwater. Is this anything like the movie?



Villains have suitably evil expressions. You really won't like any of them 'cos they're all rotten to the core



There's always a girl or two to save in true action flick style. If you let her die, it's game over. Best see the Doc about that red-eye

## WHAT WE THOUGHT...

**IF YOU LIKE THIS TRY THESE...**

***Kengo* (PS2), *Onimusha* (PS2), *Warriors of Might & Magic* (PS2)**

### OLD SCHOOL

Make no mistake, *7 Blades* is a back-to-basics old fashioned button-basher. The sort of thing you used to see in the arcades all the time. You won't need to do much more than pound the attack button to get through it. Though there's a nifty targeting system and the ability to fight unarmed, you don't really need any of it to enjoy the game.

It's not easy though, so you won't finish it quite as quickly as you might think. Enemies appear from nowhere, and you're likely to get hit from behind just as you're finishing off the goons in front.

### BACKGROUND NOISE

If you can take a moment out of the fighting to actually look around you for a second, you'll see everything looks pretty enough. The enemies are scary-looking, if sometimes all-too familiar. The ghostly red eyes of the earth ninjas deserve a mention for being particularly menacing, and their boss even resembles a certain Darth Vader – a bit of a samurai looky-likey himself.

If you've ever played *Tenchu* on PSone or any other game set in ancient Japan, you'll know what to expect: trees in blossoms, houses with paper walls, peaceful villages. Trouble is, most of this is rendered in uninspiring greys and browns. We don't need a history lesson, guys, this is a game about kicking people in!

### IT'S FIGHTING TIME

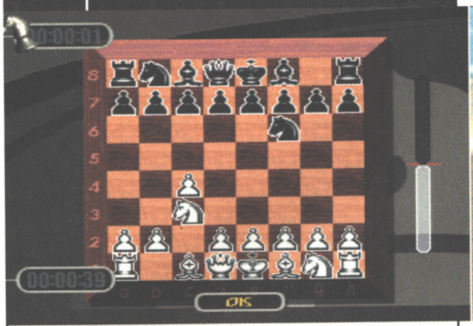
The bottom line is this: if you're after some simple, adrenaline-fuelled beat 'em up action you'll really get into *7 Blades*. Everything it does, it does pretty well, and for those with short attention spans it's perfect eye-candy.

If on the other hand you look for a bit of depth, even in your fighting games, you're likely to come away disappointed. It's no *Tekken* or even *Dead or Alive 2*, but then it's not meant to be – it's a scrolling beat 'em up. All in all, there's not a lot here apart from some cool moves, lots of very deadly weapons and about a million bloodthirsty enemies on screen at once. But sometimes, just sometimes, that's all you need for a hacking good time.

computer and video games

★★★

## VIRTUAL KASPAROV



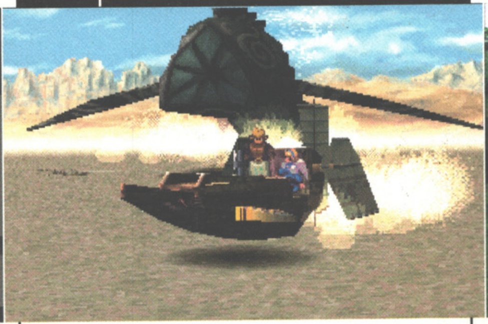
**£19.99** **OUT NOW**

**WHAT YOU NEED TO KNOW**
It's chess, which ranks right up there with the Spice Girls as something that you wouldn't be seen dead playing right now. Sure it may be the ultimate test of strategy and tactics, but as a videogame, unless it's something like Star Wars chess or battle-chess where the pieces actually fight, it just ain't fun.

**WORTH PLAYING?**
Strategy is all well and good, but unless it's exciting and involves mindless destruction at the end, it isn't going to keep most gamers interested. So if you want something you can play your mum at then maybe, but otherwise this one isn't destined for most people's collections. Old people play chess, we play *Red Alert 2* and proper strategy stuff.

★

## BREATH OF FIRE IV



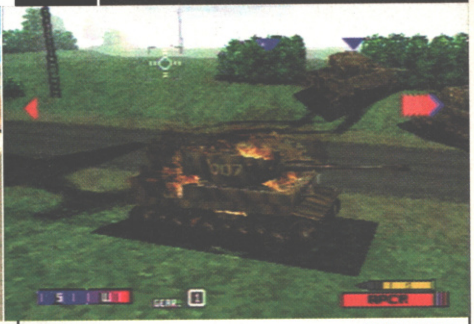
**£19.99** **JUNE**

**WHAT YOU NEED TO KNOW**
It's the return of the blue-haired dragon boy, Ryu, in another fantasy-filled adventure. *Breath of Fire* is a traditional third-person RPG series, but this latest installment boasts a stack of new features to add some interest to the mix. Chief among these being the tactical battles with the expanded combo system. What it all means is more immersive gameplay and a far-improved combat system.

**WORTH PLAYING?**
Famous for making beat 'em ups and horror adventures, with *Breath of Fire IV* Capcom confirms it has a flair for creating quality RPGs too. Following up on the success of *BOFIII*, this addition to the series looks cool and plays as all good RPGs should.

★★★★

## PANZER FRONT



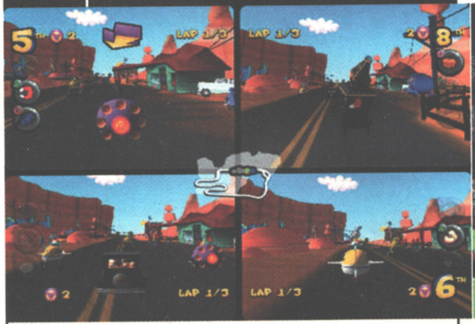
**£29.99** **OUT NOW**

**WHAT YOU NEED TO KNOW**
As much fun as running around with a pop-gun can be, blowing stuff up in huge tanks beats it. So any game that simulates real tank strategies while letting you blow the frag out of everything you see holds a certain appeal to us. You lead packs of up to four metal mashers in WW2-based campaigns playing as the Yanks, the Russians or the Germans.

**WORTH PLAYING?**
Good blend of action and simulation and no matter how hard you have to work on the simulation and the tactics, the pay off of seeing tanks blown to pieces and air strikes turning fields into junk yards is mostly worth it. Not exactly a pick-up-and-play game, but persevere and it's rewarding enough.

★★★

## WACKY RACES STARRING DASTARDLY & MUTTLEY



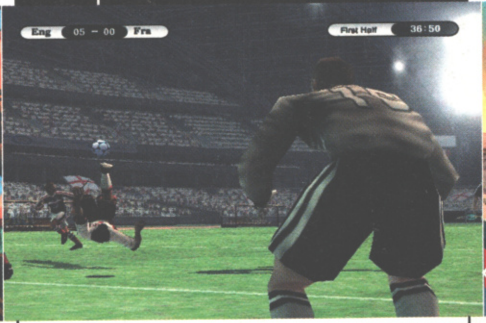
**£39.99** **OUT NOW**

**WHAT YOU NEED TO KNOW**
A real diamond among the rough of cartoon kart racers, this is a greatly enhanced version of last year's DC game. Two massive modes of play to blast through, both offering multiplay, boss races and excellent Wacky Races weapons.

**WORTH PLAYING?**
*Wacky Races* works so well because it perfectly captures the manic racing action of the cartoon series in wild, teeth-gnashing races to be first across the finish line. The multiple weapons add greatly to the game and the courses just get better and better the more you play. This is a whole lot of old-school karting fun, especially when there are four of you going head-to-head.

★★★★

## INTERNATIONAL LEAGUE SOCCER



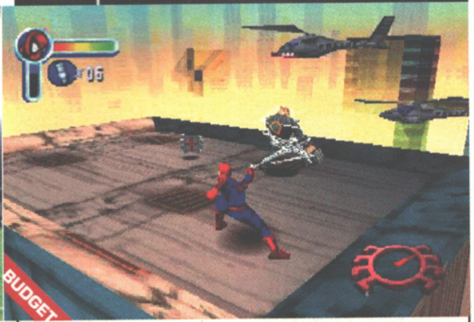
**£39.99** **OUT NOW**

**WHAT YOU NEED TO KNOW**
There are plenty of good games that come from Japan. But, as *ILS* demonstrates, not even those oriental design geniuses can get it right every time. Putting this up against the likes of *FIFA* and *ISS* is the equivalent of Battersea Rovers going up against Man Utd and Arsenal combined.

**WORTH PLAYING?**
The game has very arcadey gameplay without ever giving you the totally-in-control feeling that you get with *ISS*. It looks pretty impressive, but when it comes down to actually playing you realise just how far behind the competition it is. A real non-league effort – just make sure your mum doesn't mistake it for *ISS* and buy it for you.

★

## SPIDER-MAN



**£19.99** **OUT NOW**

**WHAT YOU NEED TO KNOW**
The title that proved games based on comic book superheroes don't need to suck. Swing through the skies, climb sheer walls, crawl across the ceiling and defeat uber-villains with your web action. With a voiceover from Stan Lee and lots of comic artwork to be found, this is a Spider-Man fan's dream game. It also helps that it plays as well as it looks.

**WORTH PLAYING?**
Batman, Superman, Incredible Hulk – the list of superheroes made into formulaic and lazy games goes on. *Spider-Man* breaks the rules. The missions are huge and there are always things to do, puzzles to solve and people to beat the hell out of. And at this budget price, better value than the DC version.

★★★★★

## TONY HAWK'S PRO SKATER 2

**£19.99** **OUT NOW**

**WHAT YOU NEED TO KNOW**
Still a top 20 PSone game at full price after eight solid months, now it's on the budget label, making it our bargain of the month. Skating all over the world, you get to try out mental tricks in crazy arenas full of obstacles and stunt props. There's even a skatepark creation mode so you can build your own skating mecca.

**WORTH PLAYING?**
Non-stop, free-flowing gameplay that refuses to let up even when you've scraped all the skin off your knees (and thumbs). With so much to do on all the levels to progress, it's a four-wheeled boarding wonder. Note the price guys: £20 for the greatest PSone skateboarding game you'll ever play.

★★★★★

## APE ESCAPE

**£19.99** **OUT NOW**

**WHAT YOU NEED TO KNOW**
Sony went bananas and threw aside its pinstripe suits with *Ape Escape*, a third-person 3D platformer. The premise is bizarre, but entertaining – there are a specific number of monkeys to find and catch on each of the sprawling levels, and it's up to you to hunt them down and snare the cheeky chimps, using a variety of crazy primate-grabbing gadgets.

**WORTH PLAYING?**
If you missed *Ape Escape* the first time round, this Platinum re-release should be high on your wish-list at half the original price. The game itself is huge, with vast landscapes, tons of challenges and extra bonus games to unlock, all of which should keep you smiling for a very long time indeed.

★★★★

## HOGS OF WAR

**£9.99** **OUT NOW**

**WHAT YOU NEED TO KNOW**
Strategic squads of swine line up for battle with an upgradeable arsenal of weaponry to unleash on their farmyard foes. The gameplay, humour and tone of *HoW* are essentially the same as *Worms*, with the only major difference being that the action takes place in 3D environments.

**WORTH PLAYING?**
The single-player mode is challenging and amusing enough – if a little drawn-out – but where *Hogs of War* really comes alive in the four-player mode. Grilling the porky butts of your best mates with high-tech weaponry is a satisfying treat. And at £9.99, it costs about the same as a dozen bags of pork scratchings and does much the same thing to pigs.

★★★

## WORMS ARMAGEDDON

**£9.99** **OUT NOW**

**WHAT YOU NEED TO KNOW**
It's the return of those clever little wrigglers, in this budget re-release of *Worms Armageddon*. Lead a team of four in turn-based head-to-head combat, and use all your strategic skills to outwit and annihilate the enemy. The graphics are extremely basic, but this doesn't matter as *WA* is all about gameplay. 100 percent, unadulterated worm-on-worm fun.

**WORTH PLAYING?**
*Worms* virgins and strategy-phobes should take advantage of this £9.99 gift-horse, as it's an ideal initiation into the world of turn-based gaming. Fast, fun, and worth seeing for the exploding sheep alone. Even in 2D and without Rik Mayall's annoying voice-overs, this is the preferred choice to *Hogs of War*.

★★★★

## STARTOPIA

**£29.99** **OUT NOW**

**WHAT YOU NEED TO KNOW**
Your task in this space strategy sim is to build and maintain a series of intergalactic space stations, thus providing an ideal home for a number of refugee alien races. The aim is to make some cash along the way, and get rid of any other individuals out there with the same objectives as you.

**WORTH PLAYING?**
*Startopia* mixes hardcore strategy with kooky humour and tough challenges, but unfortunately the multiplayer, while a welcome addition, is not that engaging and the overall complexity of the title could put some people off. But if you're looking for a quirky and original twist on the strategy sim genre, *Startopia* should fit the bill.

★★★

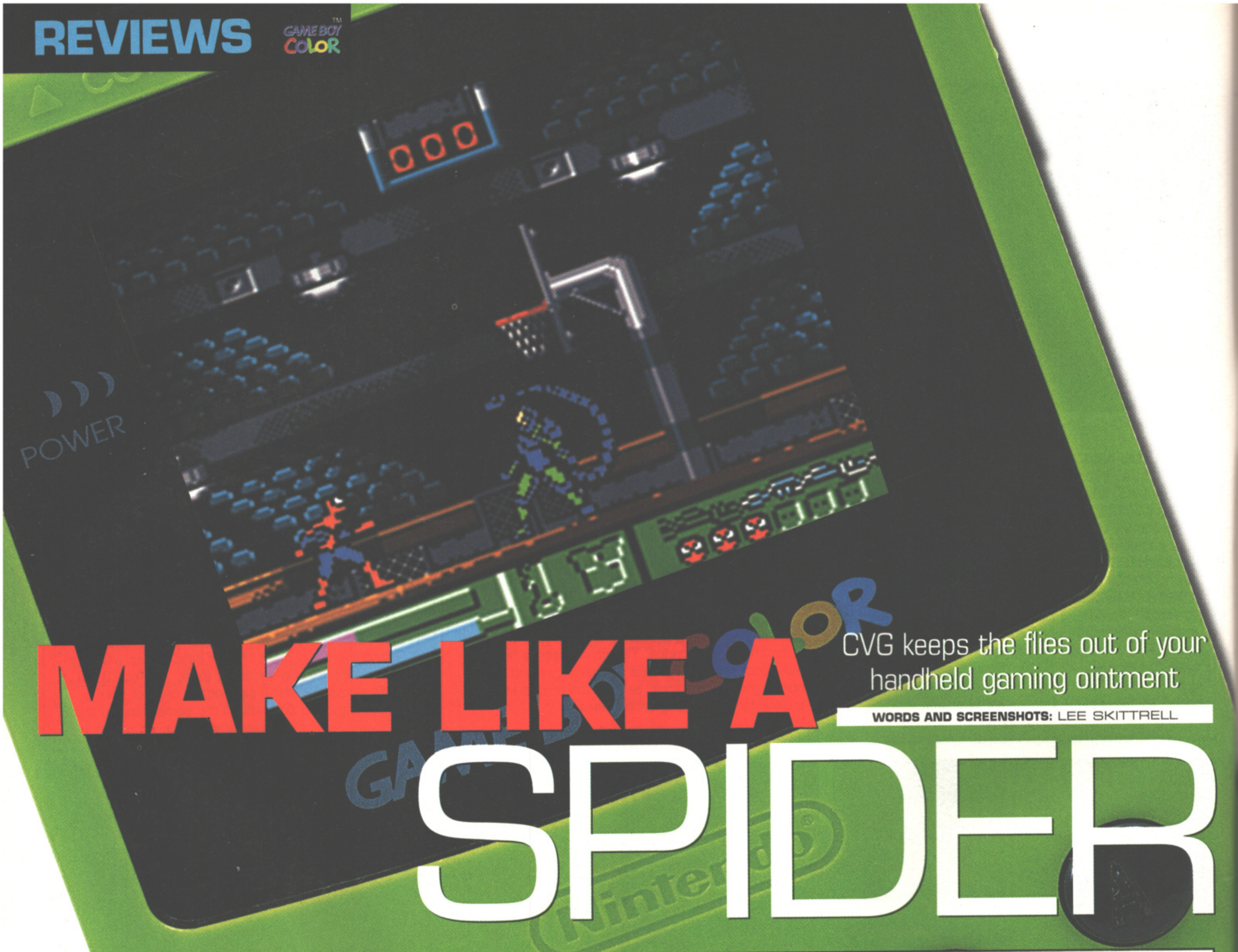
## PLANESCAPE: TORMENT

**£9.99** **OUT NOW**

**WHAT YOU NEED TO KNOW**
First released in Spring 2000, *Planescape* brought some cool additions to the RPG genre. Most impressive was the character development system. Instead of selecting some stats, your character develops according to how you play. If you frequently use violence you'll become a tough nut, and in-game characters will react accordingly too.

**WORTH PLAYING?**
Picking up where the likes of *Baldur's Gate* left off, *Planescape* boasts all the traditional third-person RPG traits, but gives us little bit more – better graphics, a friendlier interface as well as the innovative character development system. *Planescape* is dark and engaging stuff.

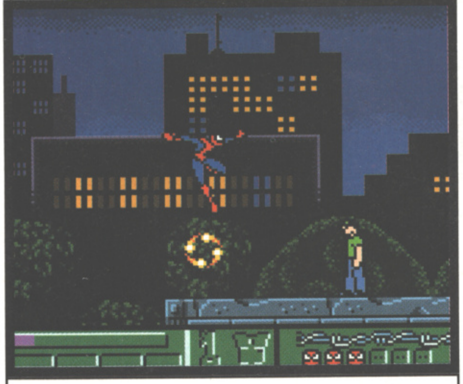
★★★★



# MAKE LIKE A SPIDER

CVG keeps the flies out of your handheld gaming ointment

**WORDS AND SCREENSHOTS:** LEE SKITTRELL



**GAME BOY COLOR**

| | |
|---|---|
| COST: | **£24.99** |
| OUT: | **NOW** |
| MULTIPLAYER: | **NO** |

## SPIDER-MAN 2: THE SINISTER SIX

### WHAT YOU NEED TO KNOW

For us regular Schmoes bad things happen in threes. But superheroes have a far tougher time, as Spider-Man's latest handheld adventure proves. Six evil-doers await old web-head, ready to wear him down one by one until he's weak enough to be destroyed once and for all.

Are you going to sit back and let that happen? No! Will you have a pretty good time in this platform adventure? Yes!

### COMIC GENIUS

*Spider-Man 2* does a brilliant job of bringing the full-on cartoon funkiness of the comic books to life on your diddy console.

Pounding on enemy henchmen results in comedy 'Biff!' and 'Thwap!' messages on-screen, and Spidey himself, though a little bit on the small side, is pretty impressively animated nevertheless.

The boss characters you have to trounce are also all pretty cool too, each having his own unique attack pattern to outwit.

### STICKY WRISTS

The best thing about *Spider-Man 2: The Sinister Six* is that it offers just that little bit more than the usual side-scrolling Game Boy Color platformer.

Not only can Spider-Man jump and fight his way across the levels, but he can also swing and crawl too. All of which makes for some excellent wall-hugging, sky-scraper leaping action.

It's all pretty fast-paced and there are simple puzzles to complete like flipping switches to open exits and secret areas.

### WORTH PLAYING?

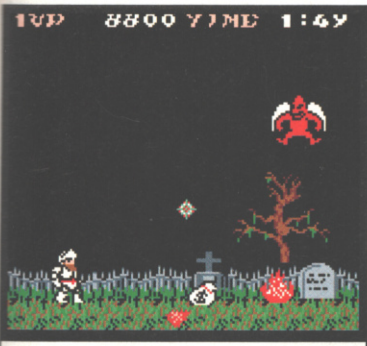
*Spider-Man 2* is a highly playable and nicely polished platformer that provides a decent amount of portable entertainment.

OK, so it's not really all that original, but the ability to wall-hug and sneak around the levels gives the gameplay meat a slightly spicier twang.

Spidey's second outing is good fun, but still not as stand-out special as other classic platformers. We await the Game Boy Advance version, due out in the UK this September with drooling mouths and sticky wrists.

**computer and video Games**

★★★



## GHOSTS 'N' GOBLINS

**WHAT YOU NEED TO KNOW**
*Ghouls 'n' Ghosts* was by far the most eagerly anticipated of this month's Capcom retro releases. Older gamers will fondly remember the exploits of Arthur and his platform quest to rescue his girl, losing his kecks frequently along the way.

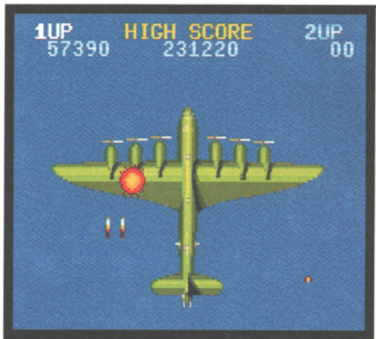
**NAKED KNIGHT**
As the game that kicked off the whole *Ghosts* series, it's worth a look. It's also just as playable as ever, meaning just as tough. A password level select system helps a little, but it's a challenge most players won't be up to. Such trickiness is all a bit unfair.

**WORTH PLAYING?**
The lure of revisiting this 2D classic on your handheld will be too much for nostalgia heads to resist.

But players who've never felt the thrill of narrowly escaping death while running about a forest in their underpants (virtually speaking) might not be so forgiving of the game's punishing nature. Like a jar of Marmite left in the larder for a decade, *G 'n' G* is rock-hard and an acquired taste.

GAME BOY COLOR
COST: **£19.99**
OUT: **NOW**
MULTIPLAYER: **NO**

computer and video games
★★★



## 1942

**WHAT YOU NEED TO KNOW**
There was a time when vertically scrolling shooters like *1942* ruled the arcades and snood hoods kept our ears warm. This time is known as The Past, and while some things are great when resurrected from The Past (like girls in mini-skirts), other things are not, (like *1942*).

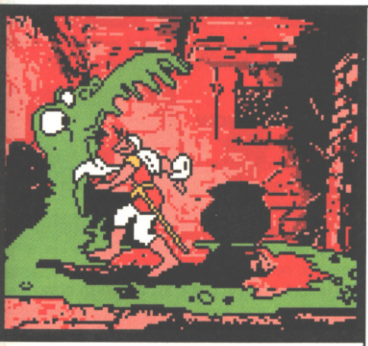
**BOMB CHUTE**
Pilot a rusty old bomber with just a bunch of bullets, some power-ups and the ability to loop-de-loop to avoid enemy flak at your disposal.

It's good arcade fun but only for a very short while. Not even the retro factor will make you want to persevere when it gets tough later on. There are 32 stages, each looking and playing just like the last.

**WORTH PLAYING?**
A two-player mode lets you take it in turns to tear up the skies, but it's not a patch on the sequel's simultaneous two-way thrills. In fact, Capcom would have done better to release that game, *1943* instead. An historical but severely limited shooter.

GAME BOY COLOR
COST: **£19.99**
OUT: **NOW**
MULTIPLAYER: **1-2 ALTERNATE**

computer and video games
★★



## DRAGON'S LAIR

**WHAT YOU NEED TO KNOW**
Want to relive the full-on laser disc badness of the infamous *Dragon's Lair* arcade machine on your GBC? Thought not, and yet here we are – cursed with a technically awesome yet utterly unplayable cartoon romp that just won't lie down and die.

**DIRK HEAD**
Help Dirk rescue the Princess by encountering screen after screen of Disney-style animation, where you mash buttons to proceed.

The ceiling falls and you must dodge it, tentacles attack and you must slash them. Trouble is, there's no way of telling what button to press or when to press it.

**WORTH PLAYING?**
As non-interactive, frighteningly ill-thought-out concepts go, *Dragon's Lair* is impressively dire, right up there with Clive Sinclair's C5. Its only value is to anyone curious as to what latest disaster Dirk has appeared in. Even the slightly reworked – but still awful – Commodore 64 version would have been a better choice of port to GBC. Bah!

GAME BOY COLOR
COST: **£19.99**
OUT: **NOW**
MULTIPLAYER: **NO**

computer and video games
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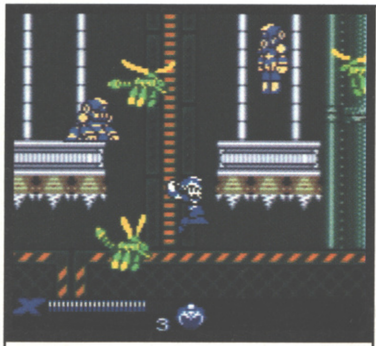

## MEGA MAN XTREME

**WHAT YOU NEED TO KNOW**
There have been so many *Mega Man* games over the years that it's hard to keep track of just which is which. This GBC outing sees *Mega Man X* – the time-travelling, digital dude – leaping and shooting his way around some plain-looking levels to fight the end boss.

**X-RATED**
*Mega Man Xtreme* doesn't really offer *Man* fans anything new, nor does it wow players with pretty visuals. It is extremely playable though, and veterans and newbies alike will have a blast tearing through the different zones.
The man himself can also be upgraded by finding new body parts in each level, preparing himself for the final battle.

**WORTH PLAYING?**
The game has its share of white-knuckle moments and tricky bits to negotiate, but you can't shake the feeling of "so-what?" when playing – even when our hero jumps into a giant mech and starts stomping about the place. Sound gaming, but hardly groundbreaking stuff.

GAME BOY COLOR
COST: **£19.99**
OUT: **NOW**
MULTIPLAYER: **NO**

computer and video games
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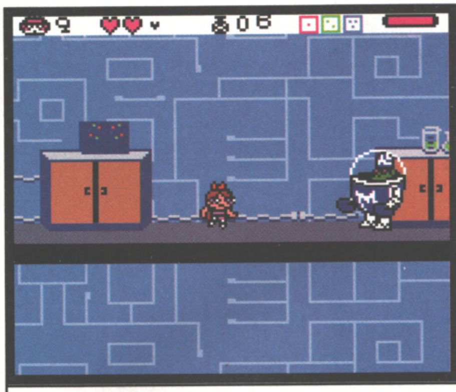

COST: **£24.99**
OUT: **NOW**
MULTIPLAYER: **1-2 LINK/TRADE**

## POWERPUFF GIRLS TRILOGY

**WHAT YOU NEED TO KNOW**

You say you're too street and down with the urban groove to know anything about the *Powerpuff Girls*. We say you secretly videotape every episode of the sassily awesome Cartoon Network TV show and watch when your mates aren't around to laugh at you.

There are three games to opt for in this trilogy, each focusing on a different gal. Choose from Blossom's *Bad Mojo Jojo*, Buttercup's *Paint the Townsville Green*, and Bubbles' *Battle Him*.

**POWER POKE-GIRLS**

The three different carts are like different Powerpuff episodes and focus on different stories, each having its own big baddy to trounce. They play similarly to each other, but the idea behind the three games is like *Pokémon*: you find other Powerpuffers to trade collected items and trading cards with. Linking up and trading lets you access unlockable secrets and whole new areas to play through.

**CVG LOVES TO PUFF**

Each of the games is a good laugh to play. You fly about the levels, eliminating tricky jumping sections and there are literally hundreds of cutesie objects and treats to seek out. It's all very girly for sure, but here at CVG we're not afraid to get in touch with our feminine sides.

To prove this fact, we've even got our own exclusive CVG trading card for 'Puffers to get extra secrets with. Just shove a special password in on *Battle Him* and feel the CVG cheat glory! We'll give you the full cheat in a later issue.

**WORTH PLAYING?**

Though you won't want more than one version, trading with friends who have the others is a neat (if not original) feature. It's just a shame that the games will be seen as for girls and kiddies, since blokes and older gamers would enjoy them too.

Play is fun and fast, and winning new cards for working hard is wicked. The graphics are a bit pants, and the cruel way you lose all collected items if you die will annoy many, but fans of the show and the 'Puff-curious out there will enjoy this loads.

computer and video Games
★★★

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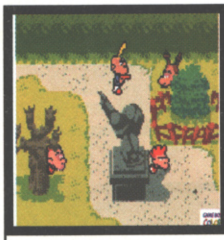

COST: **£24.99**
OUT: **NOW**
MULTIPLAYER: **1-4 ALTERNATE**

## TOOTUFF

**WHAT YOU NEED TO KNOW**

*Tootuff* is a kind of French South Park, with a bunch of kids causing havoc and generally being a bit rude. It's all very odd but our Gallic buddies seem to like it a lot. Who are we to resist it?

What's even odder is that the handheld game based on the French cartoon is a kind of *Mario Party* multiplayer marathon, filled with mini-games and the rolling of the dice. Hmm.

**STEAL PANTS**

Multiplayer board games don't work well on GB because only the player whose turn it is can see the screen, leaving rivals to go find something more interesting to do... like pick their toenails.

*Tootuff* is no exception and this is the biggest shame because the imaginative games and challenges on offer would make great spectator sports – if everyone else could also see what was going on. The rudies even extend to the likes of stealing swimmers' trunks and peeing on a rusty bicycle for points. Like we said, it's odd.

**WORTH PLAYING?**

*Tootuff* will probably go down best with folk who know about the cheeky cartoon, but how many are there in the UK? The multiplay doesn't work that well due to the fact it's on GBC, and playing by yourself – while fun – defeats the object of the game. Bah!

computer and video Games
★★

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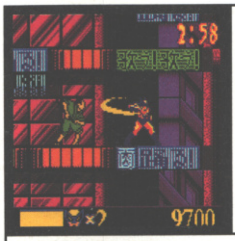

COST: **£24.99**
OUT: **NOW**
MULTIPLAYER: **NO**

## X-MEN: WOLVERINE'S RAGE

**WHAT YOU NEED TO KNOW**

Wolverine is in trouble from a new weapon that can reduce his super-strength metal skeleton to liquid. No more rock 'ard antics – just lots of jelly legs and lounging around like a blancmange.

But this is not the Superhero way. To save himself, Wolverine decides to take action. Cue lots of jumping around badly drawn levels, mashing buttons and you feeling more than a little short-changed.

**RAGGED RAGE**

Wolverine is one of the coolest characters ever and he deserves better than this sub-standard platform idiot 'em up. For a start the fights are clumsy and trying to avoid enemy fire is hit and miss at best.

The levels aren't at all interesting and the random layout of platforms and obstacles isn't really in keeping with the high quality of the X-Men name. On the plus side though, Wolverine's nicely animated.

**WORTH PLAYING?**

If you're not all that demanding of your videogame thrills then you'll find Wolverine's Rage playable enough but there's hardly any innovation in the game and not even the excellent licence can mask the stench of the slack-programming. The sluggish fighting doesn't do it any favours either, meaning this is one X-rated game. Only bother if you see it on the cheap.

computer and video Games
★★

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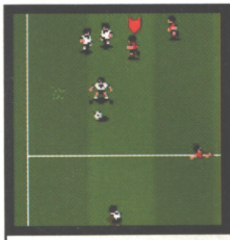


COST: **£24.99**
OUT: **NOW**
MULTIPLAYER: **NO**

## EUROPEAN SUPER LEAGUE

**WHAT YOU NEED TO KNOW**

It's miniature football on your miniature machine. *ESL* has got all the official clubs, and gives you the chance to make them play against each other in an elite league of the very best teams across Europe.

If that weren't enough for footie-philes, the game even features all the proper players like Zidane and Ronaldo. Great for recreating your wildest footie fantasies, but unfortunately, not a lot of fun to play.

**HANDBALL**

*ESL* is a fairly complete football experience but not an especially fun one. The titchy, no-frills graphics don't help win you over and the super-skilled computer controlled characters will really test your gaming patience. There's no two-player mode either.

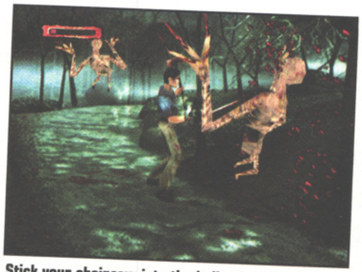
**WORTH PLAYING?**

For those players seeking instant thrills there's a Quick Match mode, but true footie-heads should opt for the full Tournament game where you lead your team through the season. There's certainly lots to keep players busy, but the wee graphics are always a serious hinderance to play.

Handheld football is always a bit of a dodgy area and not even the Big N itself can quite manage to get it right – as *Pocket Soccer* proved. And don't believe the screenshots on the box folks, it looks pants.

computer and video Games
★★

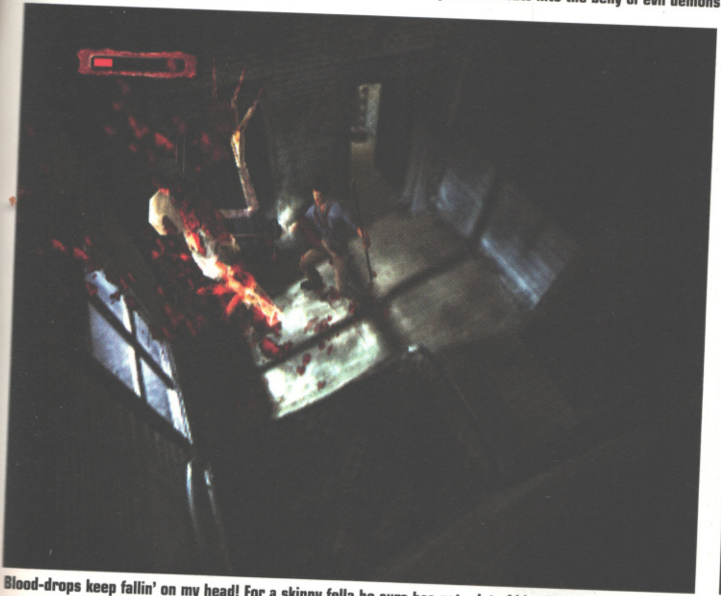
Expect a warm welcome in the Hell Billy House



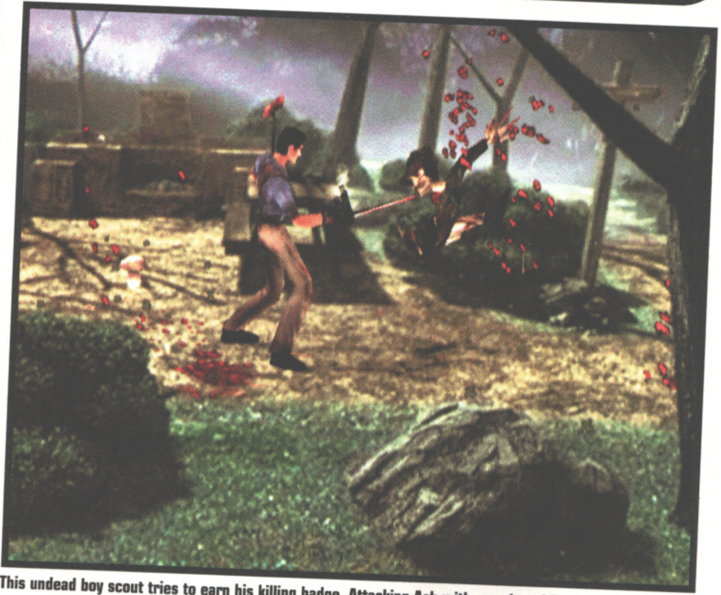
Stick your chainsaw into the belly of evil demons

That's one lovely honey! Giz a kiss darlin'

COST: £29.99
OUT: NOW
MULTIPLAYER: NO



Blood-drops keep fallin' on my head! For a skinny fella he sure has got a lot of blood, and it's up to Ash to make sure that he drains every last drop out of this foul demon. What a role model for this nation's youth



This undead boy scout tries to earn his killing badge. Attacking Ash with a series of flamboyant acrobatic movements, his efforts are rewarded with a chainsaw in the gut. Cheers

# EVIL DEAD: HAIL TO THE KING

Frighteningly bad horror film tie-in. Off with its head

WORDS & SCREENSHOTS: MICHAEL COOPER

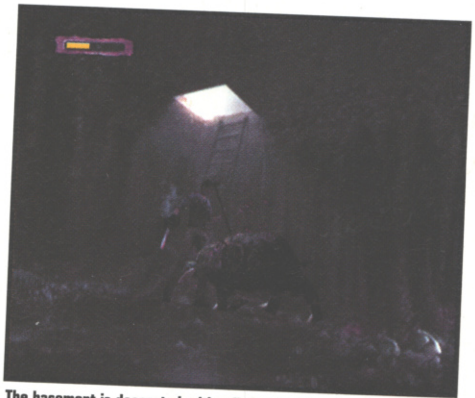
### WHAT YOU NEED TO KNOW

It's Good versus Evil. The forces of Evil can vomit up an army of undead corpses and summon countless freakish demons from a hellish dimension. You've got a shotgun and a chainsaw strapped to the stump of what once was your hand. It would seem you are a tad outgunned for saving the World from Evil. Unless you're a zombie-shredding badass called Ash.

### BLOOD PRESSURE RISING

Riddled with weak puzzles, an uninspiring one-dimensional plot, and an equally stunted control system, *Evil Dead* suffers from a catalogue of gameplay own-goals.

Pre-rendered surroundings often leave you stuck in awkward positions with evil nasties breathing down your neck, and the wooden controls mean you're left vulnerable and burning with frustration bordering on maniacal rage.



The basement is decorated with a fine collection of antique bones. So who lives in a house like this? David, it's over to you

### GORE GALORE

Excessive gore is a staple ingredient in horror adventures and *Evil Dead* certainly lets the blood run free – there's even a chainsaw-in-the-gut finishing move. This initially entertains but it soon becomes all too clear that inflicting violent death on hordes of redneck zombies and flying skulls is merely a thin veil masking gameplay that's pretty horrific – for all the wrong reasons.

### WORTH PLAYING?

Combat is utterly monotonous and enemies reappear with annoying frequency, making it an irritating chore to play. The charm of the Evil Dead movies lay in the fast-paced action, kooky subversive humour, tacky-yet-innovative horror effects and big scares. *Evil Dead: Hail to The King* wears the Evil Dead badge, but fails to embody any of those qualities.

computer and video Games

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**IF YOU LIKE THIS TRY THESE...**
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PC CD ROM

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MULTIPLAYER: **1-16**

# STAR TREK VOYAGER: ELITE FORCE EXPANSION PACK

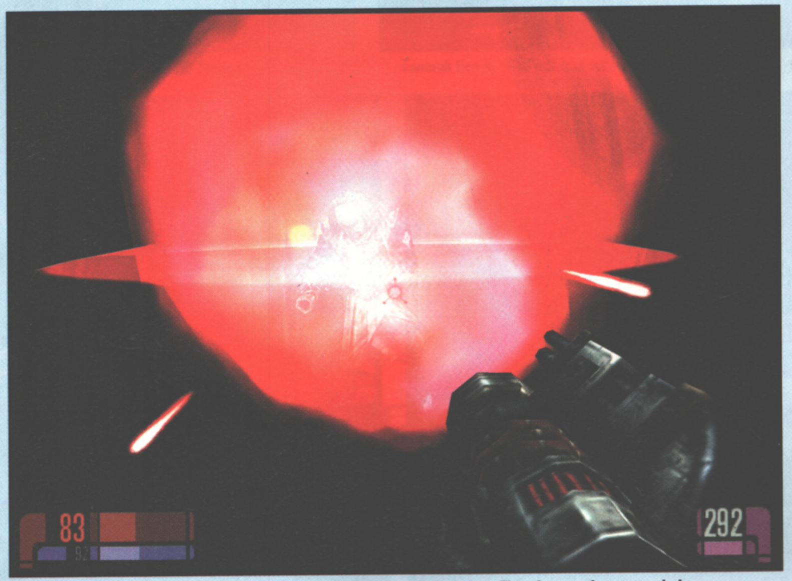
To boldy go where only geeks would wanna go

**WORDS & SCREENSHOTS:** LES ELLIS

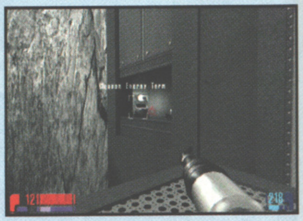
**WHAT YOU NEED TO KNOW**
The original *Elite Force* just managed to stay out of Geeksville with a good plot and plenty of action – even if it was a little short. With this expansion, though, the franchise has beamed down to the planet Geek, population; Trekkies.

Let's face it, how many mainstream gamers who bought the original will be excited about wandering the decks of the Voyager, talking to the crew? Virtual Voyager? Virtually boring more like.

**WORTH PLAYING?**
There are two new multiplayer modes with 17 new maps, which is cool if you're still playing *Elite Force* online. Otherwise, a couple of new single player levels (one in black and white) just isn't going to make you want to immerse yourself in the world of the Holodeck again. An expansion for hardcore Voyager nuts only, and if you're that madly into it, doubtless you've already built a replica Holodeck in your garden shed anyway.



**Well I guess that's the quiet stealthy approach gone out the window then. There's some huge guns in here**



**Fret not, it's meant to be in black and white**

computer and video Games

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*Sim City*-style building meets *Zelda* inspired action – a match made in heaven or a stormcloud brewing?

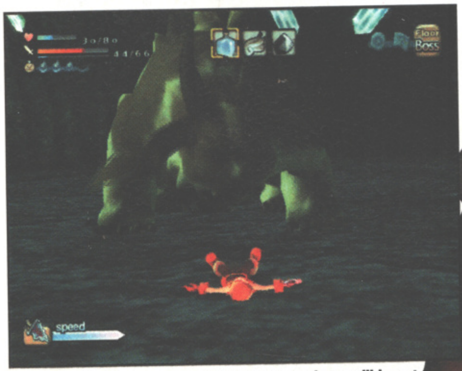
# DARK CLOUD

**WORDS & SCREENSHOTS:** LEE SKITTRELL

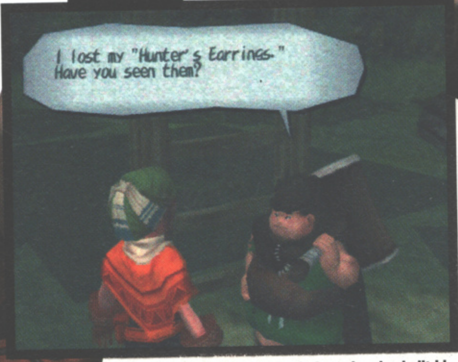
**Christina Aguilera is clearly lying when she croons about being a genie in a bottle. Genies are big, ugly buggers with phenomenal powers, bound to grant their master's every wish. La Aguilera, on the other hand, is neither big nor ugly and will never be under our control to perform our every desire. Dammit. But *Dark Cloud*'s bad guy Colonel Flag does have a genie under his control and is intent on wiping the earth clean. It's your job to piece together the scattered segments of your village and eventually the world in this highly original PS2 RPG/sim hybrid.**

## DARKLY DOES IT

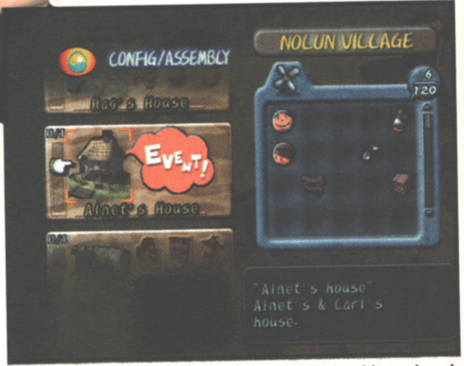
*Dark Cloud* is a game that doesn't do things by halves, which is both a blessing and a curse. The epic quest, mostly-gorgeous graphics and stunning set-pieces are all definite highlights. But on the flipside, the repetitive nature of the huge dungeon areas and the samey construction sections will bore some players after a while.


30/80
44/66
Floor Boss
speed

Dran's the first boss you meet. He's awesome but you'll have to play for over five hours before you meet him. *Dark Cloud*'s a whopper


I lost my "Hunter's Earrings."
Have you seen them?

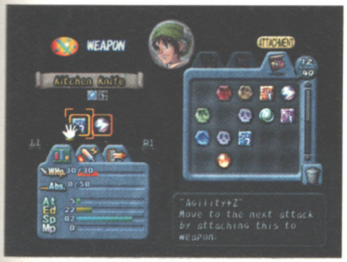
This tubby guy joins your squad once you've irrigated and rebuilt his village. His hammer's massive and it really comes in handy later


CONFIG/ASSEMBLY
NOLUN VILLAGE
Hag's House
EVENT!
Alnet's House
6
120
"Alnet's house"
Alnet's & Carl's
house.

Special events occur when you fully kit out a house with people and possessions. Just pop inside the dwelling to claim your rewards

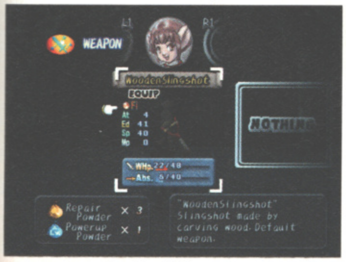
## CROSSSWORDS

*Dark Cloud* has an intricate but brilliant weapons upgrade system. Fighting both wears weapons down and gives them experience. By regularly repairing your tool of destruction you can upgrade it and let it absorb add-ons.



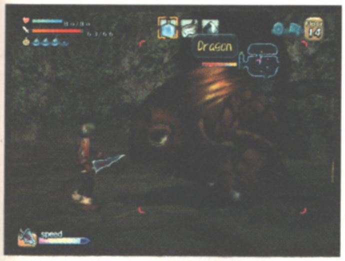
"Agility+Z"
Move to the next attack by attaching this to weapon.

Customise weapons by strapping elemental stones to them. Learning which stones work against which enemies is crucial work



"WoodenSlingshot"
Slingshot made by carving wood. Default weapon.

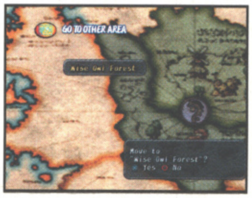
Each party member has their own weapon and own special skills to use in the dungeons



*Zelda*-style lock-on makes for fast-paced combat and your fighters can even master combos to seriously thrash the beasties

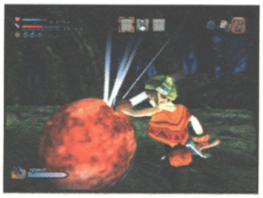
## BLAGFEST

Random dungeon generation is a boon or a bane depending on your taste, but it means different items appear in different places whenever you play. There are loads to find but most fall into categories like keys to the next floor, health items, and stones for weapons.

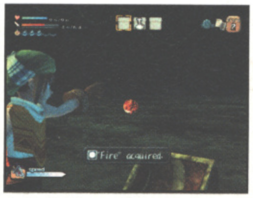


Move to "Wise Owl Forest"?
× Yes ○ No

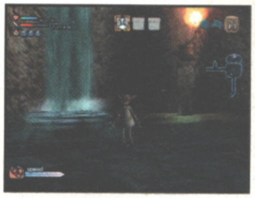
The world map, once you get it, lets you move about between areas at the press of a button



These stone balls are called atla and contain the sealed segments of the towns and villages of the world



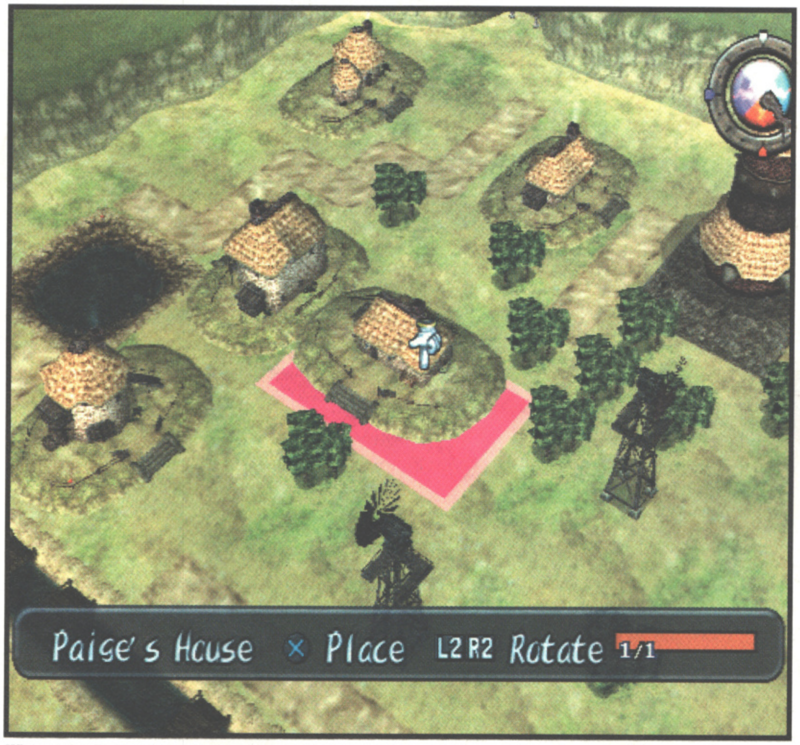
Equip this fiery orb to your chosen blade to enhance attacks against fire-weak foes. Hot stuff



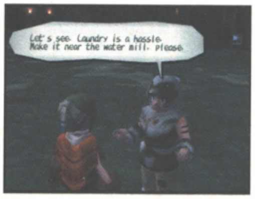
These watery pools replenish your health and thirst meters in dungeons, so watch out for them

## DEARDIORAMA

Once you've grabbed the atla from dungeons you can start rebuilding the world. Set down a house and its inhabitants in diorama mode, then go talk to them in adventure mode to find out how they want the town to look.

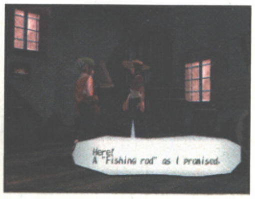


When you've finally rebuilt your home village, it's time to move onto the next village for more of the same. Ho-hum



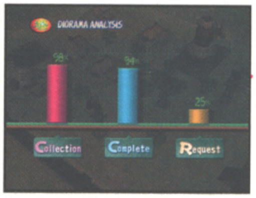
Let's see. Laundry is a hassle. Make it near the water mill. Please.

You can build in whatever way you like but big rewards await if you meet everyone's needs



Here! A "Fishing rod" as I promised.

By fully fitting out a house or other structure you get an event and a reward. Use this fishing rod well!



Check your diorama stats often

## WHAT WE THOUGHT...

### IF YOU LIKE THIS TRY THESE...

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***Sim City 3000* (PC)**
**Eating a curry trifle**

### HO-HUM HYBRIDS

*Dark Cloud*'s mixture of two different game styles makes such a welcome change to tired sequels and lifeless racers that it feels especially mean to criticise the game's faults too harshly.

Original concepts are few and far between and if we were scoring games on concept alone then *Dark Cloud* would get a fat Five. Sadly though, the two separate ways of playing remain *too* separate, and the game is ultimately flawed.

### LOVE AND HATE

That's not to say there's not a lot to enjoy in *Dark Cloud*. In fact, for the first few hours most players will be utterly hooked – bowled over by the unique gameplay and grinning with joy as you restore your home village to its former glory.

The trouble starts when you realise that the way you play the game doesn't change from one area of the map to the next. The feeling of satisfaction from saving everyone in one area soon dwindles when faced with an even bigger area to restore, and yet more repetitive dungeon-clearing.

### FIRM BUT FAIR

*Dark Cloud* is great for a while and the beautiful visuals and unusual gameplay will be enough for patient and forgiving players to see past the flaws. Plus there's some serious depth to be found in the weapons upgrade system for stats-hungry adventurers.

There are many intricacies to constructing the towns and special rewards are dished out for meeting everyone's needs. Softer-hearted gamers will likely find this a pleasing way to spend £30, but everyone else will find the thrill of adventuring dwindles all too soon. Shame.

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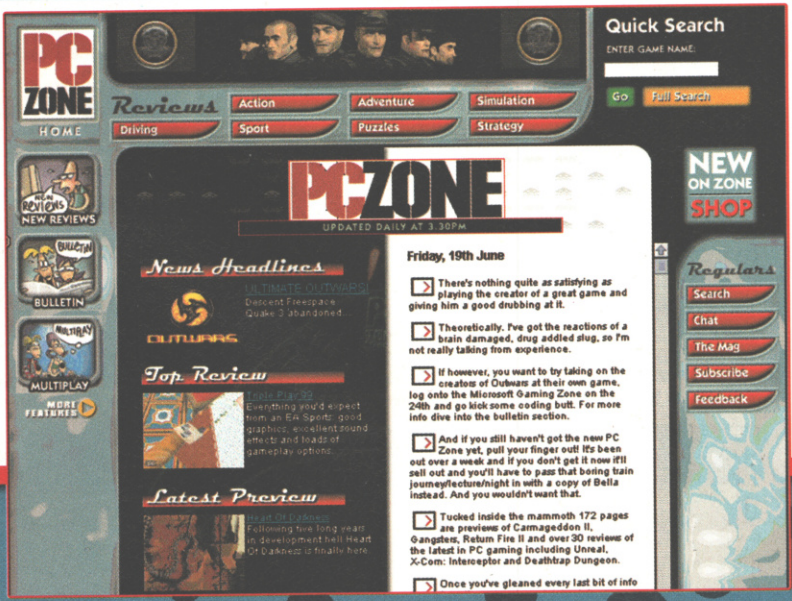
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Friday, 19th June

There's nothing quite as satisfying as playing the creator of a great game and giving him a good drubbing at it.

Theoretically. I've got the reactions of a brain damaged, drug addled slug, so I'm not really talking from experience.

If however, you want to try taking on the creators of Outwars at their own game, log onto the Microsoft Gaming Zone on the 24th and go kick some coding butt. For more info dive into the bulletin section.

And if you still haven't got the new PC Zone yet, pull your finger out! It's been out over a week and if you don't get it now it'll sell out and you'll have to pass that boring train journey/lecture/night in with a copy of Bella instead. And you wouldn't want that.

Tucked inside the mammoth 172 pages are previews of Carmageddon II, Gangsters, Return Fire II and over 30 reviews of the latest in PC gaming including Unreal, X-Com: Interceptor and Deathtrap Dungeon.

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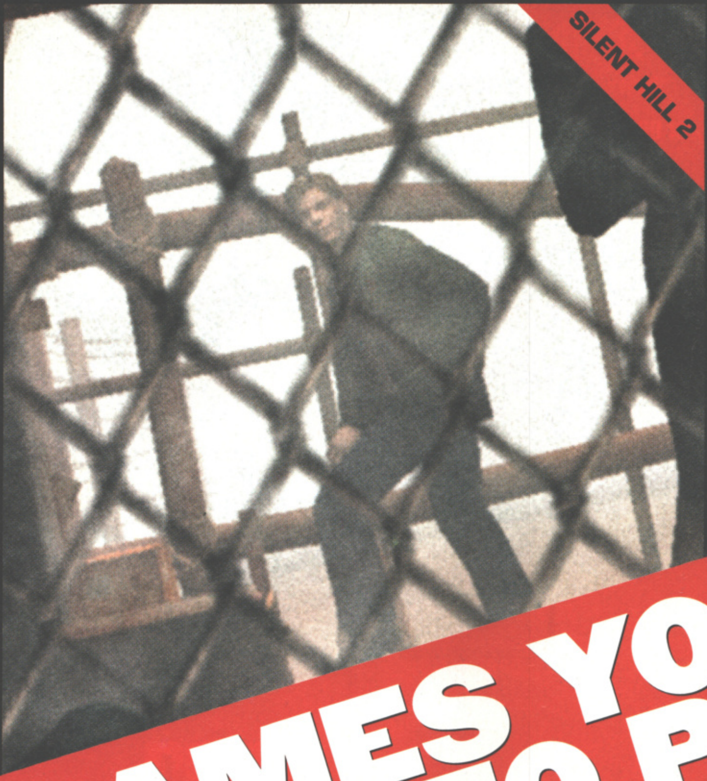
SILENT HILL 2

RUN LIKE HELL

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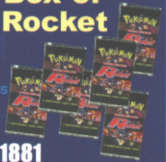

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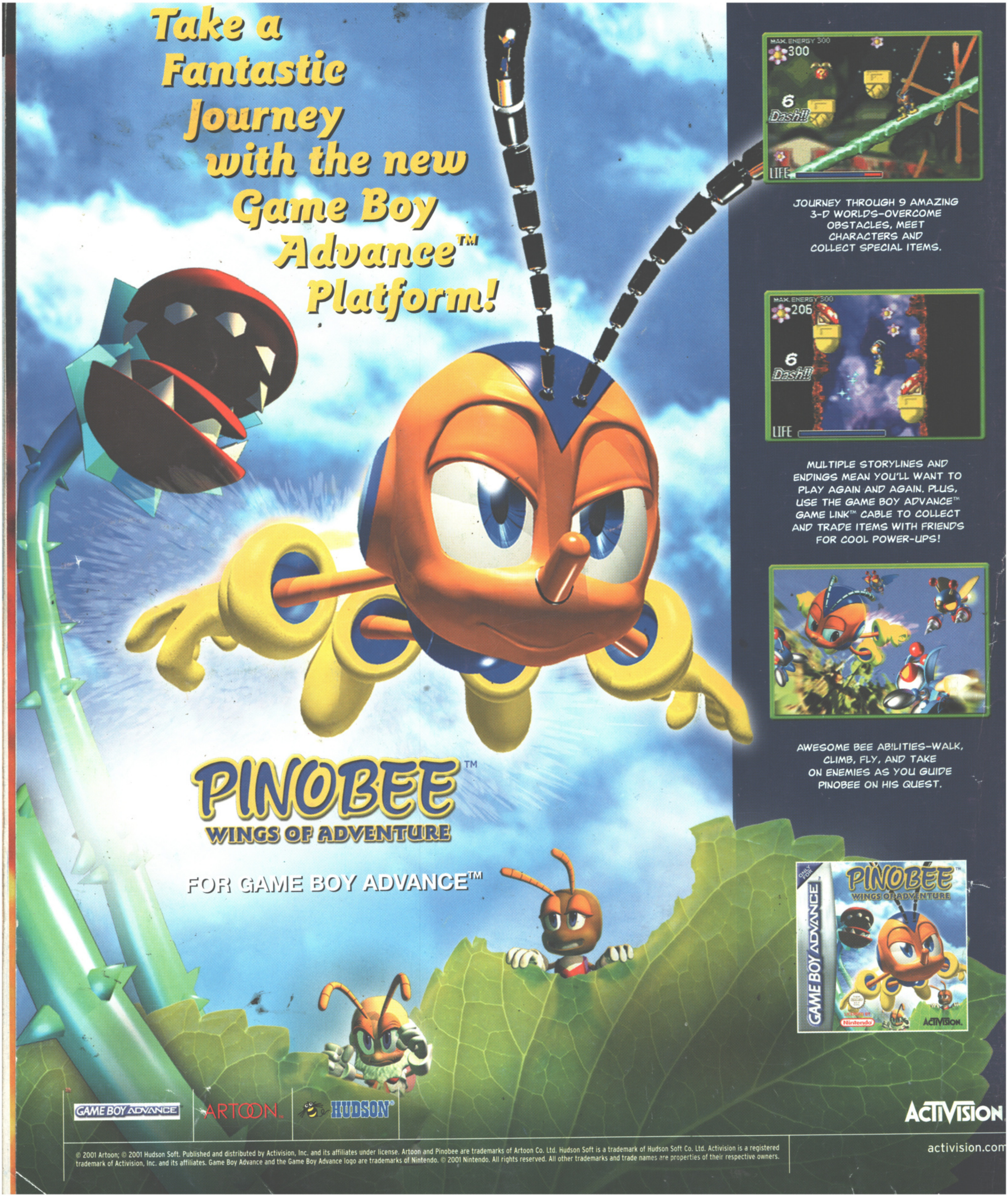
Most competitions require a tone phone. If a competition is marked INSTANT WIN then you will be told if you are a winner during your call. Instant Win competitions have questions and a game to decide if you are an instant winner. Other competitions involve questions with tiebreaker and end on the 31st August 2001 (unless otherwise indicated), after which they may be replaced by a similar service on the same number. Actual designs may vary. Accuracy cannot be guaranteed. Fanz may use data, received in your call, to make offers to you. If you DO NOT wish this, call 08700 101598. If you would like rules or winners' names, see our web site or send a request with stamped addressed envelope. If you win an INSTANT prize send your claim, with Claim Number to: www.fanz.co.uk, PO Box 28 Northampton NN1 5DS. Helpline: 01604 491185 Winners Line 08700 101597. Fanz is a part of InfoMedia Services Limited.



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